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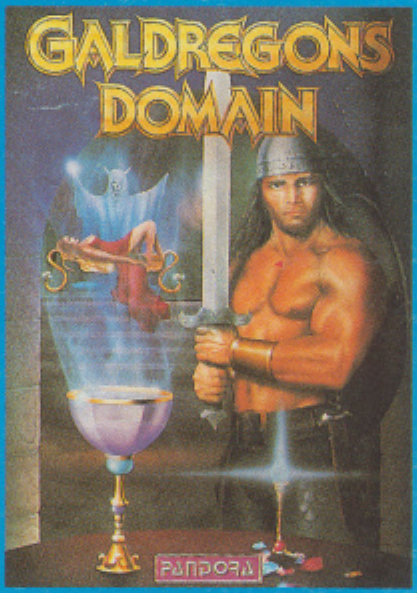
YC

C64 C128



MEDIA MECHANATION

Do Androids dream of large paychecks?



Galdregons Domain

Double Dragon II

FREE POSTER

Eye of Horus

Sim City

Ballistix

The Untouchables



LIVERPOOL FC

A Barnes stormer!!!

Bushido Warrior

4 FREE GAMES!

If there's no cassette on this cover ask your Newsagent where it is!

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DATEL ELECTRONICS

DATA RECORDER



- Quality Commodore compatible data recorder.
- Pause control, counter, etc.
- Suitable for 64/128.
- Send now for quick delivery.

ONLY £24.99

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- Full feature Centronics Printer Interface.
- Connect your 64/128 to a range of full size Centronics Parallel Printers.
- Easy to use - supports Commodore Graphics Set.
- Onboard Microprocessor Chip means no power programmes to load.
- Works with most applications.
- No more to buy!

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PARALLEL PRINTER CABLE

- Connects full size printers to the parallel port of your C64/128.
- Many programmes and cartridges (Action Replay/Final Cartridge etc.) will drive printers from this port.

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ROBOTEK 64



SPECIAL VALUE

MODEL & ROBOT CONTROL MADE EASY.

- 4 output channels - each with onboard relay.
- 4 input channels - each fully buffered TTL level sensing.
- Analogue input with full 8 bit conversion.
- Voice input for voice control.
- Software features:- test mode/ analogue measurement/voice activate/digital readout etc.

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INCLUDING HARDWARE/SOFTWARE/ MIC. ETC,(STATE TAPE OR DISK).

NOW WITH "JIFFY DOS"!



NEW

OCEANIC 118N DISK DRIVE FOR 64/128

ONLY £129.99

INCLUDING FREE OCP ART STUDIO!!

The Oceanic 118N is a superb quality Disk Drive specially designed for the Commodore 64/128.

Just look at these features...

- Slimline design - very compact.
- External Power Pack so no overheating problems (unlike some types).
- Ready to go - no more to buy.
- Direct drive motor for super quiet operation and extra long life.
- Now probably the best selling replacement Disk Drive for the 64/128.
- Comes complete with manuals, connecting leads etc.

FREE COPY OF OCP ADVANCED ART STUDIO
(WORTH £29.99) WHILE STOCKS LAST

DIGITAL SOUND SAMPLER



- The new sampler allows you to record any sound digitally into memory & then replay it with astounding effects.
- Playback forwards/backwards with echo/reverb/ring modulation.
- Now with full sound editing module to produce outstanding effects.
- Full 8 bit D to A & ADC conversion.
- MIDI compatible with suitable interface. (i.e. Datel unit for £29.99, see ad.).
- Live effects menu includes real time display of waveforms.
- Line in/mic in/line out/feedback controls.
- Powerfull sequencer with editing features.
- Load/save sample. Up to 8 samples in memory at one time.
- Complete software/hardware package. Tape or Disk (please state).

ONLY £49.99

COM-DRUM

DIGITAL DRUM SYSTEM

- Now you can turn your digital sound sampler into a digital drum system.
- 8 digital drum sounds in memory at one time.
- Complete with 3 drum kits. Real drum sounds - not synthesised.
- Create superb drum rhythms with real & step time.
- Full editing. Menu driven. Load/ Save facilities.
- Output to hi-fi or through TV speaker.

ONLY £9.99

STATE TAPE OR DISK

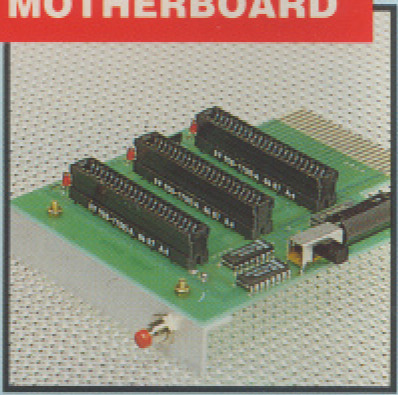
RESET CARTRIDGE



- Unstoppable reset button. NOTE:- user port cheaper type reset buttons offered by others are not unstoppable.
- Resets even so called "unstoppable" programs.
- Add pokes from magazines etc.
- Simply plugs in to cartridge port.

ONLY £5.99

3 SLOT MOTHERBOARD



SAVE WEAR & TEAR ON YOUR EXPANSION PORT

- Will accept three cartridges on it's high grade PCB.
- Switch in/out any slot.
- Fully buffered.
- Reset button and an onboard safety fuse.

ONLY £16.99

TOOLKIT IV

THE ULTIMATE DISK TOOLKIT FOR THE 1540/1541.

- A disk toolkit is an absolute must for the serious disk user. Toolkit IV has more features than most for less.
- DISC DOCTOR V2 - Read & write any track & sector including extra & renumbered tracks. Repair damaged sectors.
- HEADER/GAP EDITOR - Decodes & displays ALL header information including off bytes & header gap. Rewrite the entire header & header gap. Renumber sectors. Also edit any sector tail gap.
- DISK LOOK - Sort directory. Recover lost files. Display file start /end addresses. Disassemble any file program directly from the disk to SCREEN or PRINTER including undocumented opcodes. Edit Bam.
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- FAST DISK COPY - Copy an entire disk in 2 minutes or less using single 1541.
- FILE COMPACTOR - Can compact machine programs by up to 50%. Save disk space.
- FORMATTER - 10 second format an entire disk or format any individual track or half track 0 to 41.
- ERROR EDIT - Quickly find & recreate all read errors including extras & renumbered tracks or sectors & half tracks from 0 to 41.

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DATEL ELECTRONICS

UNBEATABLE MIDI PACKAGE!!

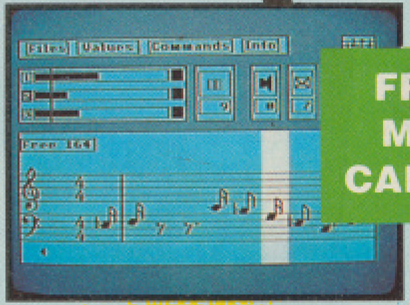


SAVE £30

DATEL MIDI 64 INTERFACE PLUS ADVANCED MUSIC SYSTEM

ONLY £39.99

NO MORE TO BUY - THE TOTAL MIDI CONNECTION





FREE MIDI CABLES

The Advanced Music System is probably the best MIDI/music package ever produced for the 64/128 offering a huge range of musical composition features plus MIDI compatibility - add the Datel MIDI Interface and you have the TOTAL MIDI SOLUTION!!

- KEYBOARD MODULE... allows for entry of music from the QWERTY keyboard. Sequencer works like digital recorder.
- EDITOR MODULE... just like a word processor for music. All the features you would expect.
- MIDI MODULE... this is the module which allows the full potential of the Music System and your MIDI keyboard to be achieved. Using the Datel MIDI 64 Interface any MIDI instrument (including Yamaha - see below) can be connected to your 64.
- SYNTHESISER MODULE... probably the most powerfull module. Create sounds with full waveform editing, realtime sequencing etc.
- PRINTER MODULE... allows you to print out your music to a range of printers including Commodore and Epson compatibles. Printout can be edited and can also include lyrics if required!
- LINKER MODULE... allows large musical compositions to be created from up to 26 files linked together - offering Tempo and Time Signature adjustments.
- HUGE RANGE OF FEATURES... Advanced Music System has literally hundreds of commands and features - we have only outlined the main headings - this is a truly professional package.

BUT THAT'S NOT ALL...

...WE CAN OFFER THE ABOVE MIDI PACKAGE TOGETHER WITH THE SUPERB YAMAHA SH10 MIDI SYNTHESISER FOR AN UNBEATABLE PRICE!!

Just look at these features...

- The world's first shoulder keyboard.
- With 25 built-in instrument choices.
- Choice of 25 rhythm styles.
- Vibrato, sustain and portamento special effects available.
- 3 fill-in variations for professional rhythm changeovers.
- Complete range of 32 keys for great melody play-a-long.
- Compose your own backing into the chord sequencer.



UNBEATABLE OFFER

ONLY £99.99

SYNTHESISER, MIDI 64 INTERFACE AND ADVANCED MUSIC SYSTEM PLUS FREE MIDI CABLES - NO MORE TO BUY!!



VIC 20 RAMPACK

- Simple plug-in memory expansion cartridges for your VIC 20.
- Never be short of memory again!
- Two models available - 16K or 32K.
- Both models are switchable for various memory settings i.e. 3K, 16K, 24K, etc.
- Many VIC programs require extra RAM - this is your answer.

ONLY £14.99 FOR 16K

ONLY £19.99 FOR 32K

NOW YOU CAN INCREASE THE MEMORY OF YOUR C16 EASILY



C16 RAMPACK

- Plug in RAM cartridge gives you up to 16K EXTRA MEMORY!!
- That's over 28K free for Basic and even an extra 18K in HiRes mode!
- Plugs in to memory expansion port - then just switch on.

ONLY £14.99

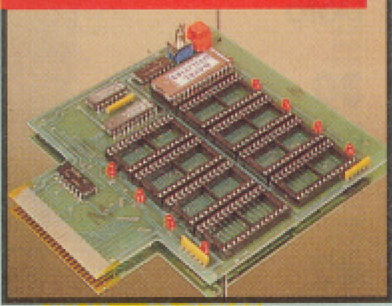
EPROM ERASER

- This handy AC/DC Eprom Eraser will erase up to 4 chips quickly and easily.
- Built-in timer and safety switch on cover.
- Superbly styled - small enough to fit in pocket - even as it works!!
- Works from built-in battery (supplied) or from AC/DC adaptor if required.

ONLY £39.99

LIMITED NUMBERS AT THIS AMAZINGLY LOW PRICE!!

256K SUPEROM EXPANDER



- Select instantly from 8 sockets which accept up to 32K EPROM each.
- Program your own EPROMs using our EPROM programer.
- No need to have lots of cartridges - just make a selection from the Superom menu.
- Fully menu driven on power up.
- Select any slot under software controls.
- Unique EPROM generator feature will take your own programs - basic or m/c & turn them into autostart EPROMs. (EPROM burner required).
- Accepts 2764/27128/27256 EPROMs.
- On board unstoppable reset.
- On board operating systems - no programs to load.

ONLY £29.99

EPROMMER 64™



- A top quality, easy-to-use EPROM programer for the 64/128.
- Fully menu driven software/hardware package makes programing/reading/verifying/copying EPROMs simplicity itself.
- Will program 2716, 2764, 27128 & 27256 chips, 12.5, 21 or 25 volts.
- Fits into user port for maximum compatibility with cartridges/Superom Board etc.
- Full feature system - all functions covered like device check/verify.
- We believe Eprommer 64 is the most comprehensive, most friendly & best value for money programer available for the 64/128.
- Ideal companion for Superom Board, Cartridge Development System, our kernal expanders or indeed any EPROM base project.
- Comes complete with instructions - plus the cartridge handbook.

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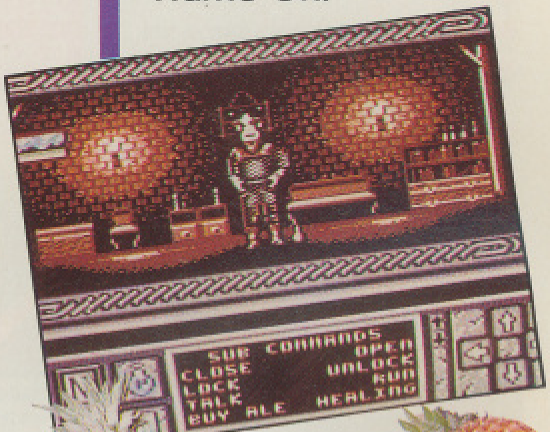
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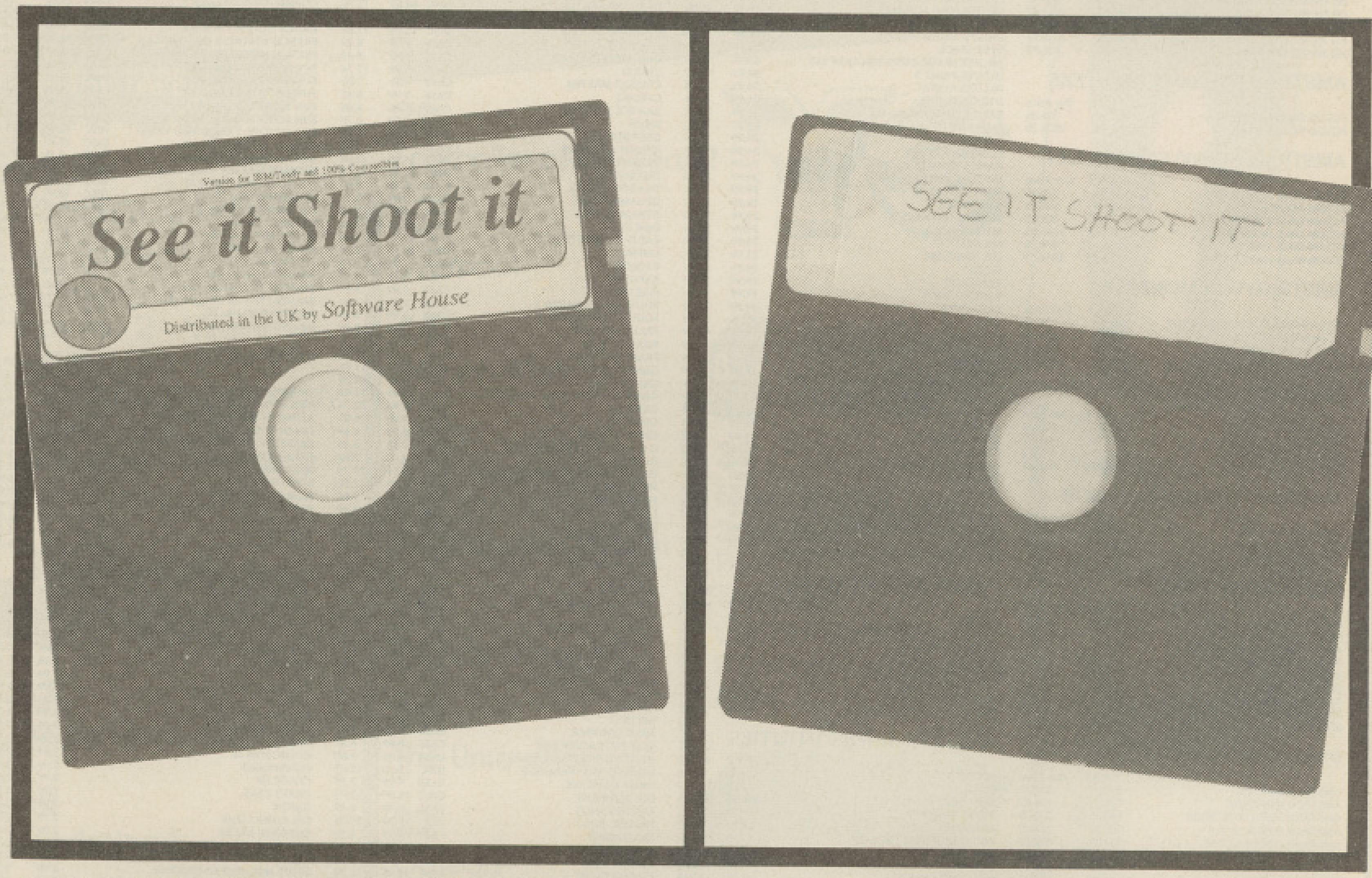
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Argus House
Boundary Way
Hemel Hempstead
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Deputy Editor
Rik Henderson

Games Editor
Adrian Pumphrey

Production Editor
Hilary Curtis

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Paul Eves

Editorial Assistant
Jim Bluck

Group Editor
Stuart Cooke

Designer
Mark Newton

Contributors
Post Apocalypse, Andrew Banner, Cedric the Barbarian, John Cook, Duncan Evans, Stuart Green, Gordon Hamlett, Kati Hamza, Tony Hetherington, Gordon Houghton, Dave Hughes, Kirk Rutter.

Artists
Lee Brimmicombe-Wood, Alan Lathwell

Photography
Manny Cefai,

Advertisement Manager
Paul Kavanagh

Sales Executives
Maria Wade, Tony Flanagan

Ad-Copy Control
Karen Bashford

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BUT FIRST THIS...

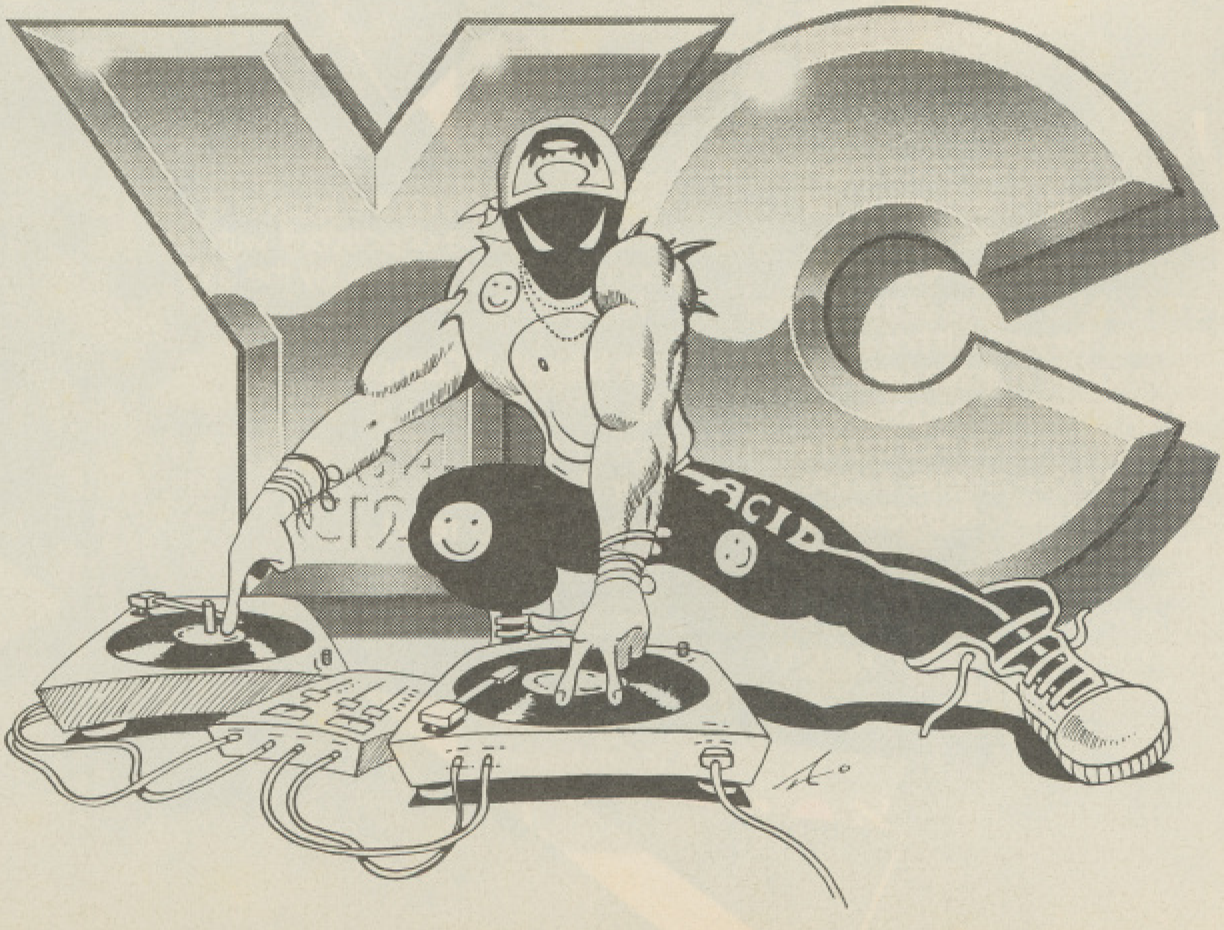
And so the second new look YC is upon us already, and we have even better things inside than before. Not only do we have numerous games reviews, but we have the first EXCLUSIVE review of Liverpool FC - The Computer Game, from Grandslam Entertainments. Having been a Liverpool supporter for my whole life, it is an honour to finally find the justification to put a piccy of John Barnes on our cover (you wouldn't like to know I went to school with John, would you? Nope, didn't think so!).

Of course all this is not all, we also have the cassette, a superb collection of four excellent games. Colour Bind and Araknifoe, having only been released on disk (via our incredible Sister title, Commodore Disk User - the best disk-based magazine in the entire universe!). Ninja and Pipeline 2, on the other hand, have done extremely well in the past for Virgin Mastertronic, and we wouldn't like those who missed them to feel left out (incidentally, Pipeline 2 was my favourite budget game ever!).

Other things in the pipeline (coo, I'm as smooth as Duncan Goodhew's cranium!) is a new comic strip (we'll not be getting rid of the Nibbles though) featuring blood, guts, blood, murder and maybe some computers as well. There are further, even more obscure, Desert Island Disks coming up, with even more obscure people. More lovely posters. And the Purple Fishlord promises me that he'll be even more outrageous in the future.

I'll leave you with this joke. Why did the roadsweeper cross the road? To scrape up the dead chicken! (Sometimes I kill myself. You wish I would?)

Rik Henderson

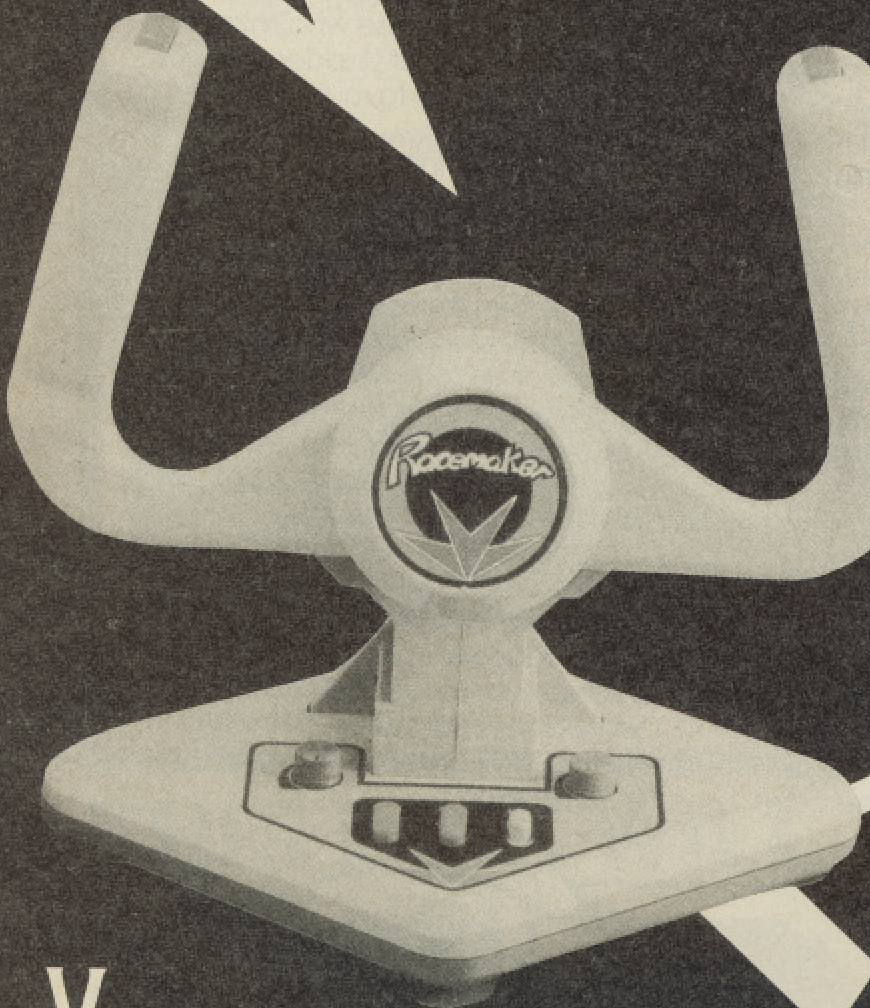


JUMPING FOR JOY(STICKS)!!!

You can win a Racemaker (or one of four runners-up prizes of Cobras) if you answer these simple questions...

1. Who starred in the movie 'Cobra'?
a) Sylvester the Cat
b) Sylvester Stallone
c) Sylvester McCoy

2. What famous race is run in London every year?
a) The race to the pub at opening time
b) The London Marathon
c) The Human Race



YC and Euromax bond together in order to give away some wonderful joysticks.

The Euromax Racemaker (worth £26.95) is one of the biggest joysticks in the world. It has a variable speed autofire (essential for those teeth-gritting mega-death encounters), a cable that is 3 metres long, and above all else, it looks and feels just like a flight controller (with yoke).

The Cobra is as slick as it sounds, and is a microswitched joystick, with ergonomically designed hand-grip and loads of buttons.

Send your entries on the back of a sealed envelope or postcard, with your name and address, by the 31st of February to:

Firm Handfull Compo
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Argus House,
Boundary Way,
Hemel Hempstead,
HPP2 7ST.

Normal comp rules apply!



DATA

One of the most popular new adventure developing houses, Magnetic Scrolls, has signed up with Virgin Mastertronic.

Poached from Microprose, the house is responsible for such classics as The Pawn and Fish, and we can be guaranteed that their latest product will be every bit as good.





A Citizen sponsored car has recently won the famed Lombard RAC Rally. Driven by Pentti Airikkala, and navigated by Ronan McNamee, the Mitsubishi-Oil team sped home to victory in truly impressive style. It's a shame that Citizen printers are not quite as fast as their four-wheeled counterparts.



Fancy beating up a granny, or assaulting a gorilla? You finally get a chance in Street Hassle, a rerelease from Virgin Mastertronic.

For the small sum of £2.99, you have an array of normal(?), everyday encounters to overcome with your deft fighting moves. One extra feature not seen on many other games, is the fact that the moves available to you change from level to level (watch for the ear-rubbing technqiue!).

Also rereleased is Sailing, the old Activision game, at the affordable price of £1.99. You have the ability to design your own yacht and sail against other top countries, in this (to our knowledge) most accurate translations of the sport.



The Computer Shopper Show will have to find a new venue if it wishes to be run next year. Overall on the days on which it ran, it attracted 26,658, who found the heat and the stuffy atmosphere at Alexandra Palace too much to bear.

One possible venue, sources have indicated, is the Wembley Conference Centre, and although the show was basically a 'box-mover' one, it has already been rated a lot higher than the recent Commodore Christmas show.

In fact, things got so crowded at the Palace, Database Exhibitions (the organisers) had to appeal through LBC and Capital Radio for nobody else to come.

Three incredibly popular boardgames – Scrabble, Cluedo and Monopoly – are all to be released on a 'limited period' triple pack for the C64 cassette at £19.99. A disk version will be available at the same price, but will only feature two of the games; Scrabble and Monopoly.

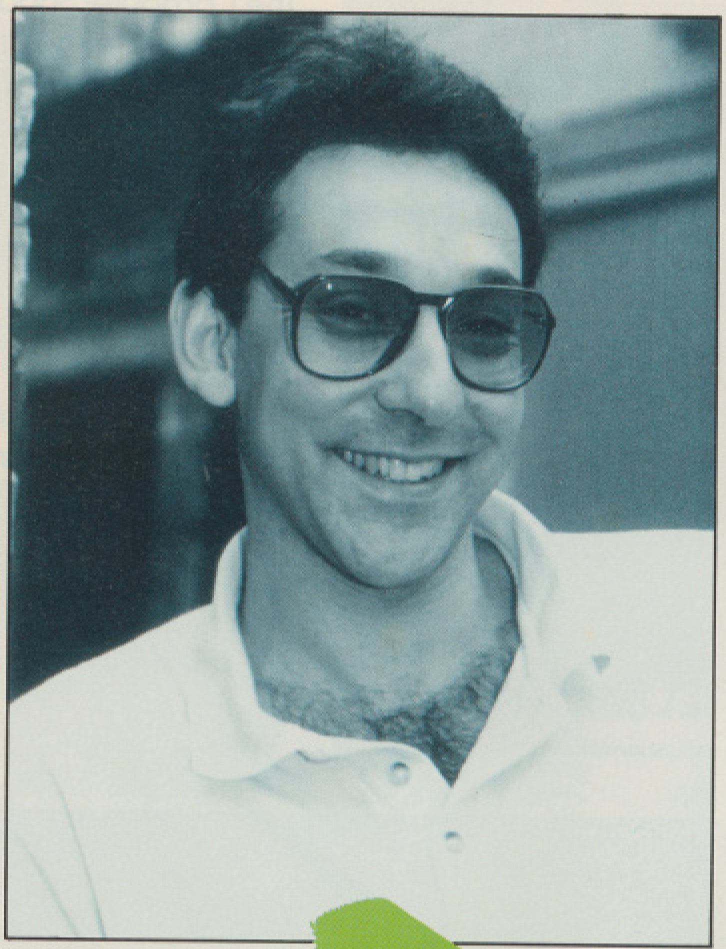
Emlyn Hughes has lent his name to another Audiogenic game. This time it is not based upon sport, and is more in the mould of pub trivia games.

Titled Emlyn Hughes' Arcade Quiz offers trivial questions in six categories; Pop & Rock, Entertainment, Arts & Literature, People & Places and Pot Luck. You must progress horizontally towards a win bar by answering questions from the subjects, whilst collecting fruit and money. If you are too slow, or fail to answer correctly too many times, you will land on the lose bar, signifying the end of the game.

Plans are afoot to translate this into a real pub game, and maybe a TV Show, so remember you heard it here first. (By the way, the game doesn't feature pineapples!)



DATA



Virgin Mastertronic has announced the appointment of David Bishop as its new Product Manager.

David has previously worked for C+VG, freelanced for Computer Gamesweek, and managed the production side of the now defunct European branch of Epyx. He will be asigned mainly to the development of adventure and role-playing games for the Melbourne House label, and seeing as he has designed/co-designed many popular games himself (Bombuzal, Fernandez Strikes Back) we can look forward to a strong line-up.

The latest Tengen game to come our way (via Domark) is Cyberball. It is an American Football derivative that did extremely well in the arcades.

Set some time into the future, the teams playing have been replaced by robots, and the ball by an explosive lump of steel. There are no morals out on the field now, and it's mangle or be mangled in a mad dash for the touchline.

It will be released in mid-January (to coincide with the Superbowl) and will cost £9.99 Cassette, £12.99 Disk.



CRL has been busy, and it's latest product lies at the bottom of the sea before it's even been released.

Search for the Titanic is 'An Oceanographic Adventure Simulator' and it obviously features that large 'unsinkable' ship that suffered unspeakable damage after hitting an iceberg in 1912. Around 1250 people perished in the disaster and you must find the ship where it lies.

On The Tape



Colour Bind

Colour Bind is a multi-level strategy game that will have you tearing your hair out before you've reached the end of it. Solving the puzzles may not be easy, but you have to beat the clock as well. As if that wasn't enough, you can try to improve on the original design – the game comes complete with its own construction kit.

The idea of "Colour Bind" is to work your way through all 20 levels by pushing blocks of the same colour together. So all red blocks must be touching as must all yellow, green and light blue blocks. You control a ball with which you push the blocks. But be careful not to push them down holes or fall into them yourself. Dark blue blocks cannot be moved and act only as an obstruction.

Filters will only allow blocks of the same colour to pass over or be pushed onto them. For example, only red blocks can be pushed across or onto red filters. Screens have varyuing amounts of time allowed. When you finish a level, time remaining is turned into a score. Running out of time means the loss of a life. If you lose all of your lives on a screen, you will be allowed to restart from that screen by selecting option 2 on the title-page. To start from level 1 select option 1.

Three keys are used:-
'P' – Pauses/Unpauses game
'Q' – Quits to the title-page
'Run-stop' – Quits the current life if you find yourself in an impossible situation.

You have three lives to start with and an extra one is awarded every 2000 points.

When you have successfuly completed four screens you will have a chance to try a bonus game. (NB. If you start an old game you must still finish four screens.) You will be faced with a network of arrows with a filter at the top of the grid. You must push the block at the bottom of the screen onto the correct trail of arrows so that it follows them to end up on the filter. Success means a bonus of 50 times the time remaining.

The designer allows you to create your own levels. To enter the designer select option 3 from the title-page.

There must be something to connect on all screens so you may not change level, quit, play or save until the ball is positioned *and* there are at least two blocks of at least one colour.

When you are happy with your masterpieces(s) you may save them to tape or disk. Press 'F1'. You will be prompted for a filename and asked whether you want to save or tape or disk. The screen will clear and the levels will be saved. When the screen reappears the operation is

Quick Key Guide

KEY	PURPOSE	JOYSTICK
Q	Quit to title-page	None
L	Choose level	Up :Move up a level. DOWN : Move down a level. FIRE :Confirm level.
T	Set the time allowed	UP :Add 1 to time. DOWN : Take 1 from time. RIGHT : Add 100 to time. LEFT : Take 100 from time.
C	Clear the game grid	None
CRSR l/R	Move the object pointer l/r	None
CRSR u/d	Move the object pointer u/d	None
F1	Save	None
F7	Load	None

over. To load back your levels press "F7" and follow the above procedure.

When you enter this mode you will see level one being displayed on the left, to its right will be a block containing all 16 items you can use. At the bottom you will see a counter showing the level, and next to it the time that is usually allowed for that screen.

At this point the computer is waiting for you to select a level to edit. Push up on the joystick (Port 2) to move up a level and pull down to come down a level. As you do so the screen will change to show the new level. When you have got to the level you want press fire.

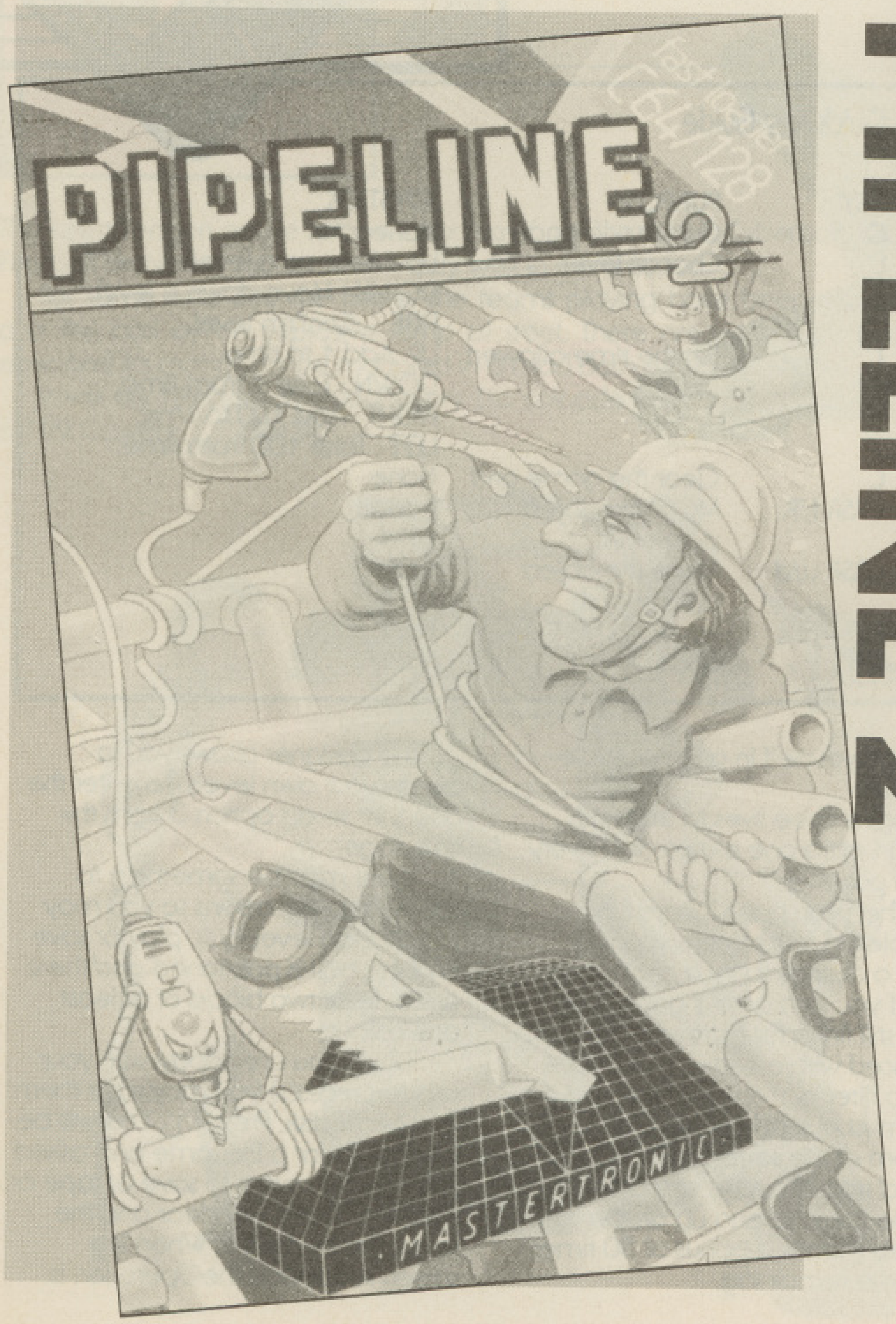
You will then see two arrows appear. One pointing to the top-left square in the grid and one pointing to the ball in the object block. The one in the object block points to the object that you want to position on the game grid. You can move the object pointer using 'CRSR Up/Down' for left and 'CRSR Left/Right' for right. When you have selected the object you want, move the grid pointer (with the joystick) to the square where you want to place the object. Press fire and the object will be placed. You may not place any blocks or holes on the ball or vice-versa. Only one ball is allowed on any one screen. Placing a ball simply moves it from it's old position to the new one.

When you have designed your new screen you may want to change the amount of time allowed to complete the screen. To do this press 'T'. The arrows will disappear. Pushing up on the joystick will increase time by 1 unit, pulling down will increase it by 1 unit, right will increase the amount by 100 while pushing left will decrease it by 100.

If there's no chance for your screen, pressing 'C' will clear it so that the whole grid is filled with tiles and the ball is removed until you reposition it. If you want to select another level to edit press 'L' and follow the procedure described above.

If you wish to quit the designer and return to the title-page press 'Q'.

When you have finished designing a level you may want to test it. Pressing 'P' allows you to do this with 99 lives. 'P' and 'RUN-STOP' work as before in the game but 'Q' will return you to the designer and the current screen being edited.



PIPELINE 2

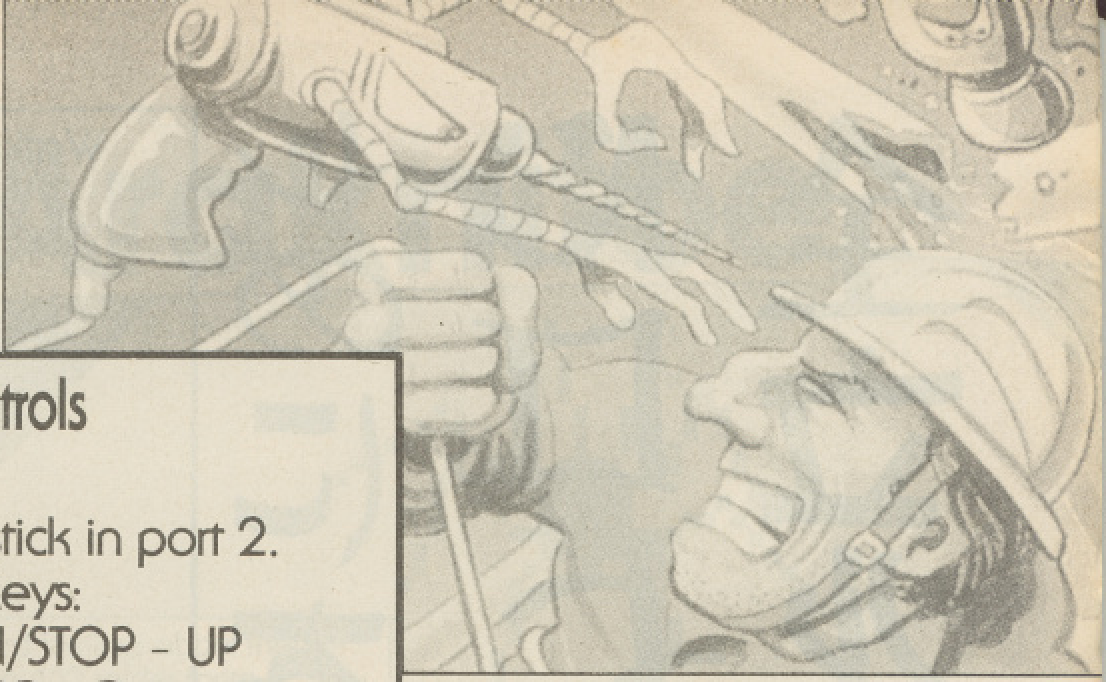
Foreman Fred has a problem. The pipes MUST be kept open and the barrels filled, or Sheikh Aleg, the owner of the plant will have bits of his anatomy removed in ways too unpleasant to think about.

Trouble is the workshop has gone berserk overnight and untold hordes of maniac drills, hammers and assorted sharp things are wandering along the pipes, trying to pierce holes in them.

This must be stopped.

Holes in pipes means holes in Foreman Fred and our her o is understandably reluctant to undergo such radical changes to his plumbing arrangements. To beat off the attacks Fred has a gun and an unlimited supply of willing but dense assistants (all called Will by the way). If the tools break through Will can fix it - if you can keep him unmolested at the site of the leak long enough to do his bit with the trusty Irish Screwdriver (hammer!). One small complication is that a rival engineer has tipped the entire contents of His Royal Personages' insect collection - most of which are very nasty, 8 legged pieces of work - onto the pipes. As you are now about to assume the role of Fred it is probably only fair to warn you about the scorpions.

Get the barrels filled! The tank at the top of the screen only holds so much and you must keep the pipes intact to ensure that enough gets through to fill up the required



number of containers. As you progress up the levels, more barrels will await you at the bottom of the screen. You must ensure that they all get filled. Naturally, the task gets harder and the better you get, the more determined become the deranged drillers trying to stop you.

To repair a leak you must lead a will to the spot where the pipe is broken. To get control of the workman, simply walk over him! He will then follow you anywhere! Tools can be shot off the pipes if you line up the gun with the target by positioning Fred correctly. Once the level in the tank gets low your score will start to decrease rapidly, and if it empties out - forget it!

Controls

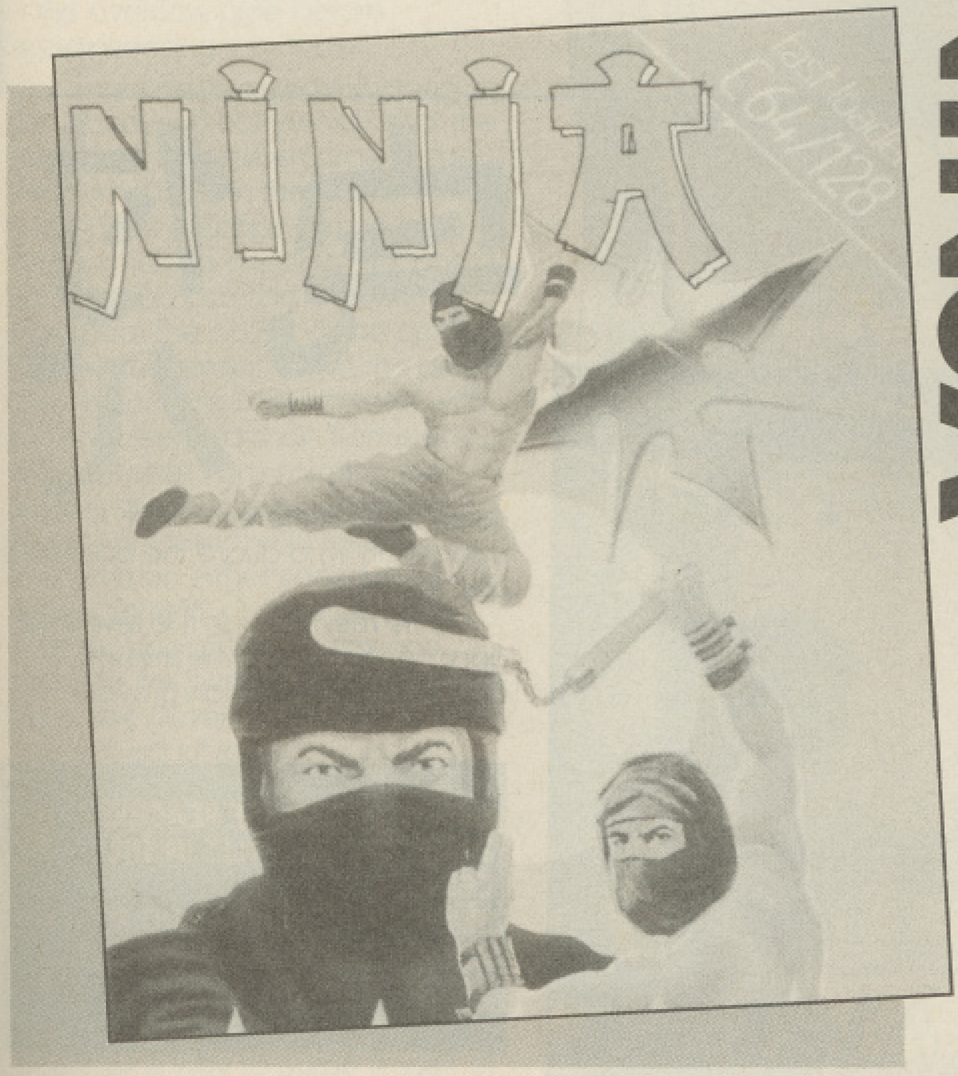
Joystick in port 2.
or Keys:
RUN/STOP - UP
CMDR - Down
L - Left
: - Right
SPACE - Fire
F1 Pause
F3 Number of players
F5 Number of lives
F7 Instructions

Strategy

You can afford to lose countelss Wills without loss of points, so long as Fred remains intact and on the job. Contact with any of the invading machinery will knock Fred or Will off the pipes, with disastrous effects. Use the workmen as shields if you have to, they're expendable and there will be another one along in a minute! Just keep those barrels filling. Don't move around the pipes unnecessarily, especially in the early levels, since it becomes more difficult to defend Fred once you move away from a spot where he has a clear line of fire along the route the nasties must take to get at him. It's also worth remembering that if you've nearly finished a screen and the pipes get busted open there could be enough left in the pipeline to fill up the barrel without you having to repair it any more. Defend Fred instead.

Watch out for the scorpions, they don't die easily and will hunt Fred down around the pipeline. It takes planning to keep ahead of the claws!

NINJA

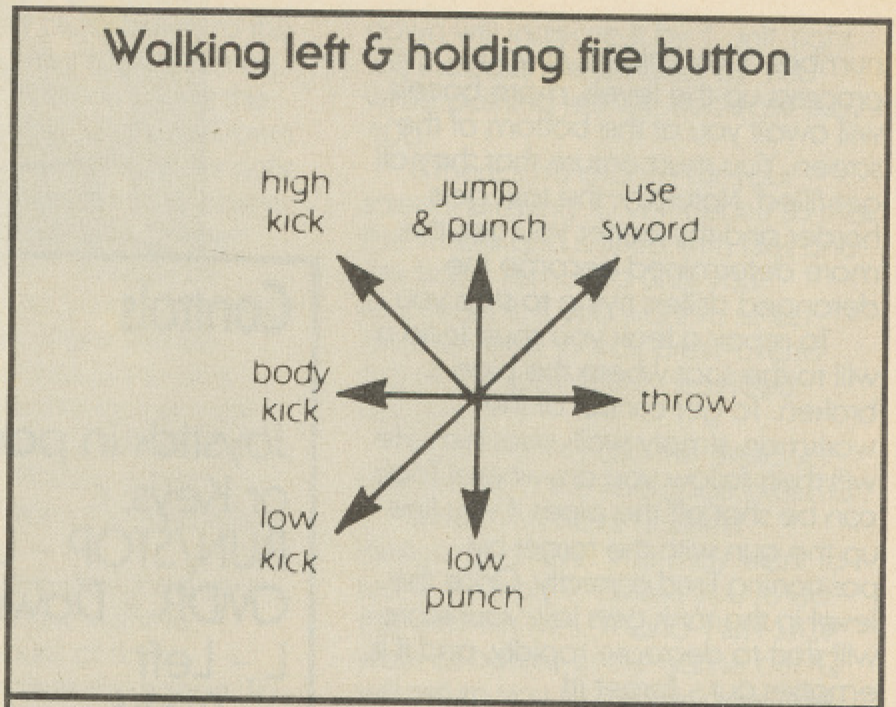


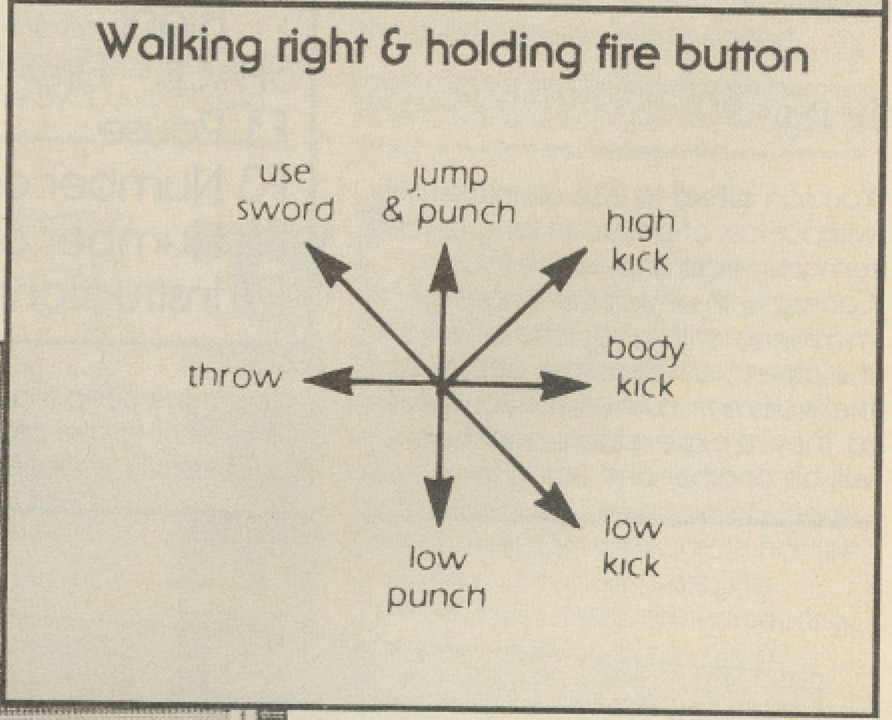
He walks alone: NINJA in the land of death. His timeless quest: to rescue the Princess Di-Di, pearl of the Orient, who is a prisoner in the Palace of Pearls. And he must gather idols she has dropped to prove his worth.

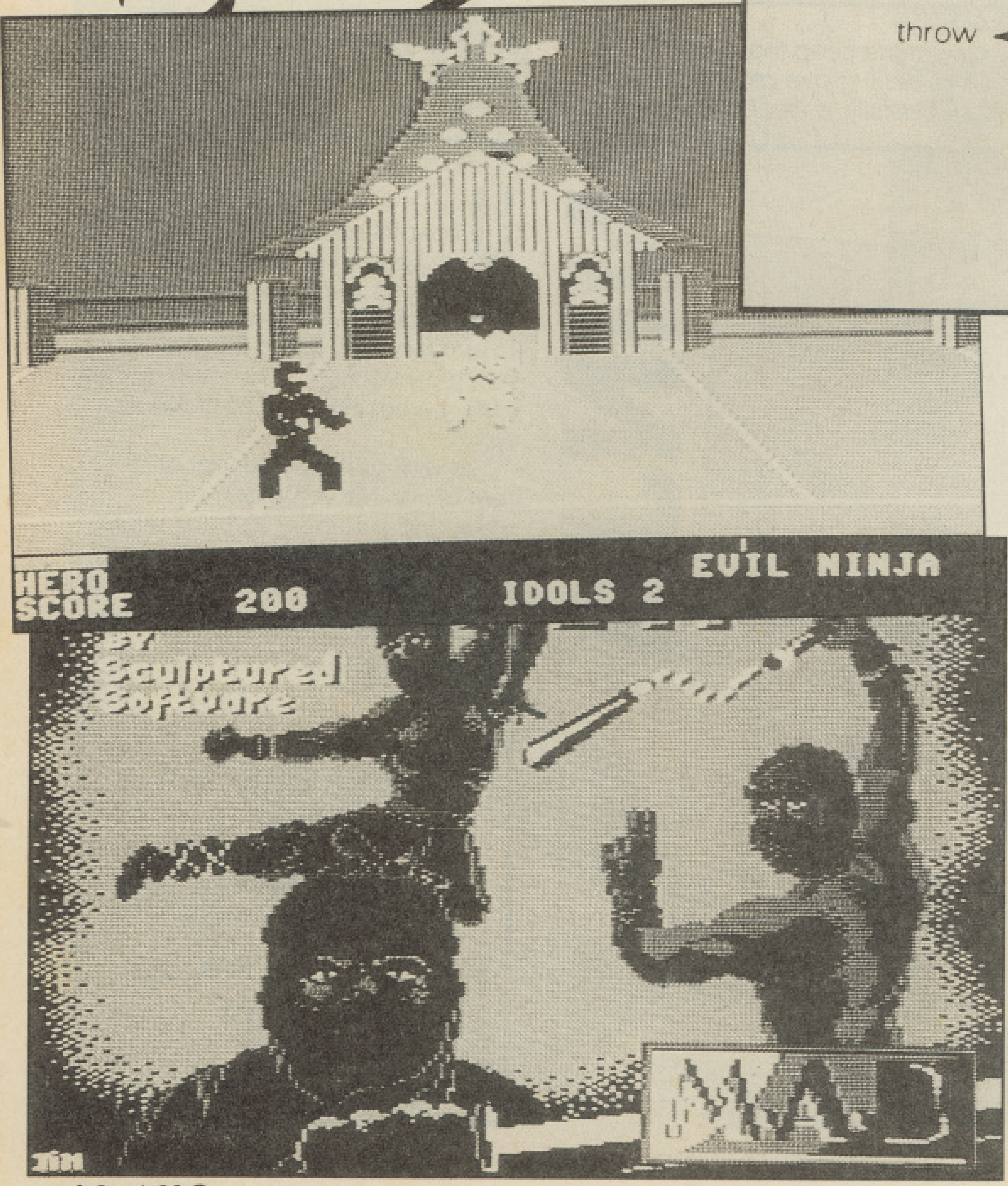
As well as fists of thunder and feet of iron NINJA is granted weapons: a slashing Samuari sword, spinning death stars and a throwing dagger. But these weapons are also

Controls

Joystick only.
◄ walk left
► walk right
▲ jump
▼ crouch/pick up
► jump right
▲ jump left







given to his fierce evil Ninja opponents who guard the doorways and the idols.

As he rises through the levels his opponents multiply, his strength drains but his resolution grows.

HIGHER LEVELS ARE REACHED THROUGH THE HOLES IN THE CEILING!
STAND UNDERNEATH AND PUSH THE JOYSTICK UP TO ENTER FURTHER DEADLY DANGER.

Araknifoe

When writing *Araknifoe*, I frequently tried to convince myself that I was writing it as an act of self-therapy. Along with a large percentage of the population, I am terrified of spiders and can't even look at photographs of them without feeling as if I've been punched in the stomach. And as spiders are frequent visitors to my flat, this can cause major inconvenience in my day-to-day existence.

In most households, the favourite venue for spiders seems to be the bath. When confronting a spider in the bath, only the most dedicated animal-rights campaigner can resist the compulsion to wash the offending arachnid straight down the plughole. I frequently, however, run into problems with this technique, as my bath outlet is partially blocked, and the water does not flow out fast enough to take the beefier spiders with it. Often I see a spider clinging to the edge of the plughole, holding its breath and waiting for the water level to subside, so that it can come bounding out again. This has led to hour-long vigils at the bathside, shower-attachment in hand, to ensure that an intruder has really gone, and isn't just towelling itself off in the overflow pipe before recommencing the attack.

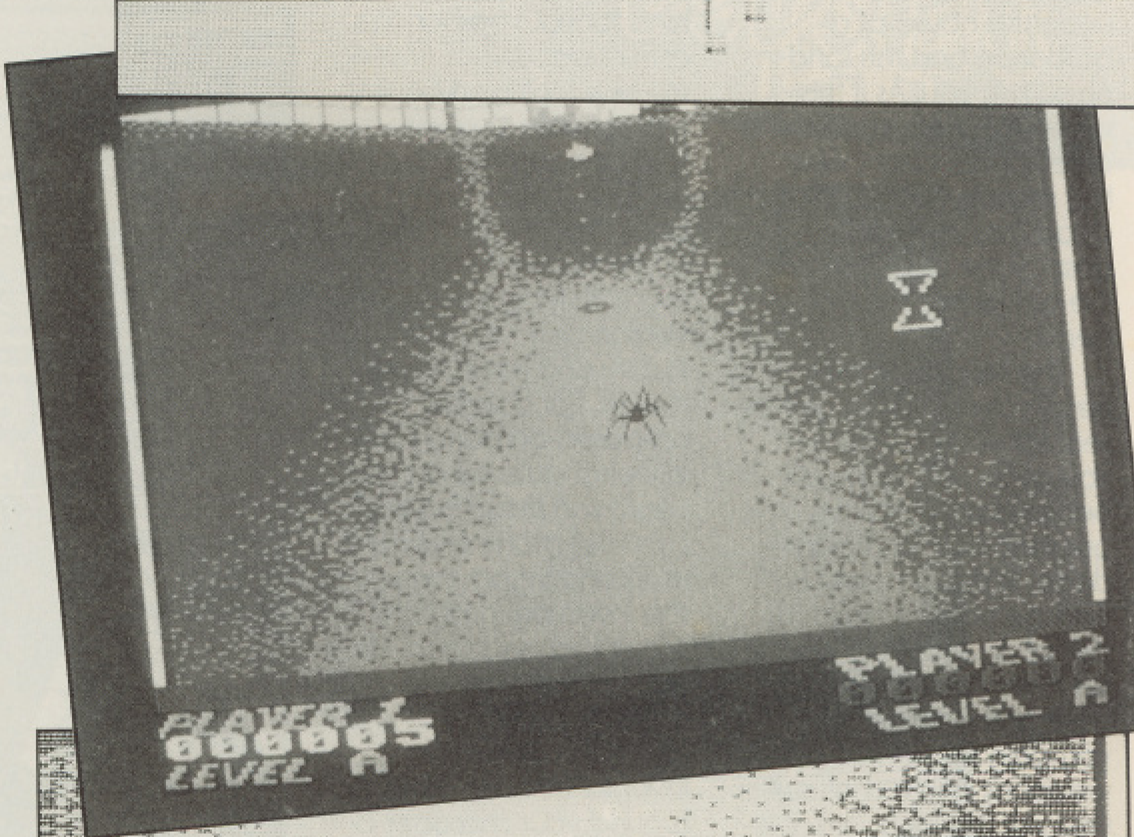
It was after a particularly long and harrowing bath-watch, that the concept of *Araknifoe* came to me. The game is set in the bottom of a bath. In the distance can be seen the plughole, a dripping tap, and a bottle of famous-name dandruff shampoo. The object of the game is to wash the spiders down the plughole, by aiming a jet of water with the on-screen crosshair. Bonus points are available from zapping the passing silverfish. Ammunition (water) is limited, with level indicators on either side of the screen. To refill, aim the crosshair over the drips from the tap and press the fire button. After clearing a bath, one travels to the next bath by a short burst of joystick waggling, while being chased by a particularly large spider.

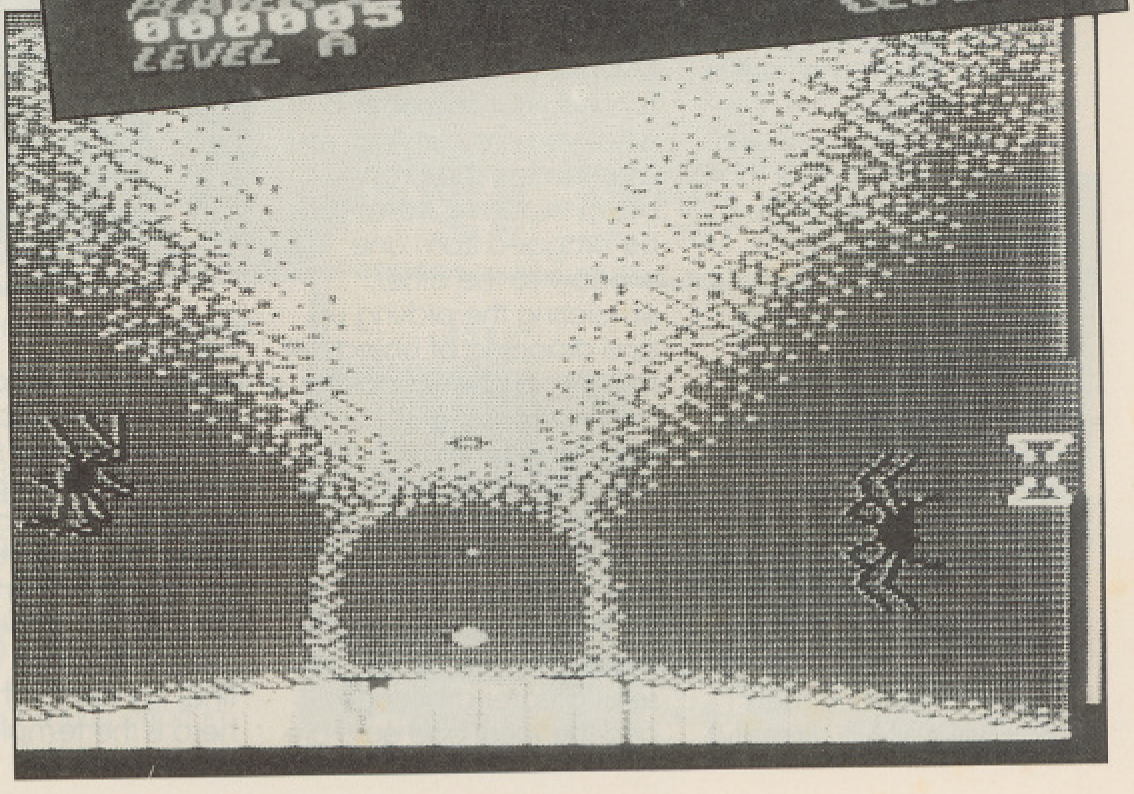
The 1 or 2 player option is selected by pressing keys 1 or 2, and the game is started by pressing the fire button (joystick in port 2).

As I said, it seemed that writing a computer game about spiders might be a way to purge myself of my absurd feelings about them – designing 432 spider sprite definitions, spending months watching them scuttle across my monitor screen – but it wasn't to be: the spiders in my computer have turned out to be even more indestructible than the spiders in my bath.

Stephen Chance





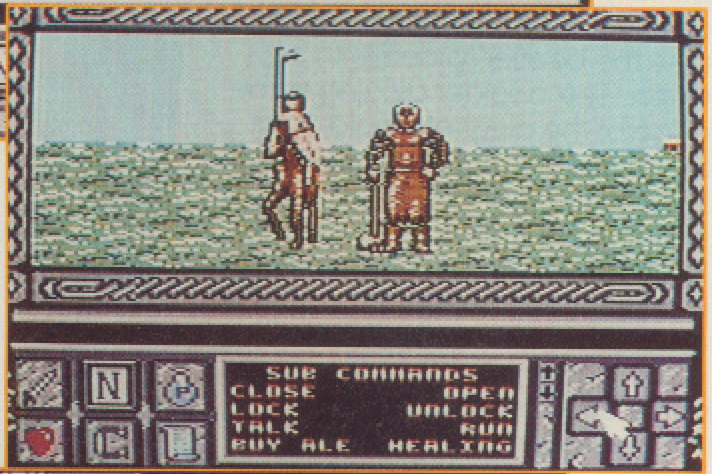


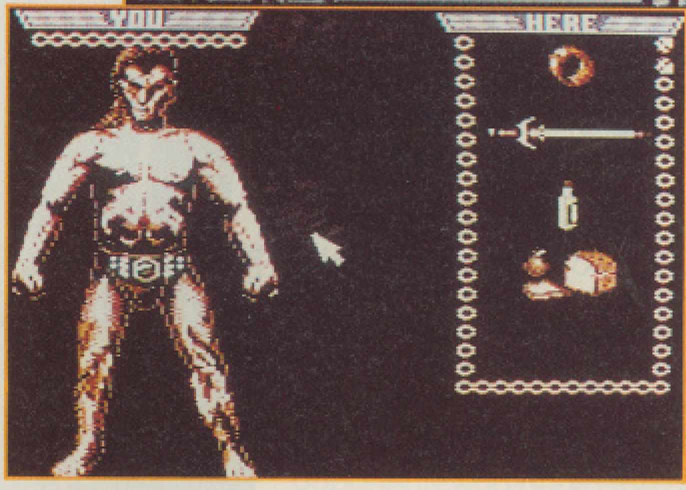
GALDREGONS DOMAIN

78%

Supplier: Pandora
Price: £9.99 Tape, £14.99 Disk.







Every land in peril needs a lone, axe-murdering, brain bashing, kleptomaniacal slaughter house of a barbarian and this land in need has you. As if this wasn't enough, a wizard of an evil persuasion, who has recently risen from the dead, has vowed to destroy the kingdom with the aid of five magic gems.

The King must be desperate because he has sent for you and named you as his only hope, this is because all the previous questing heroes are now dead. With a dagger in your belt and an ego the size of an elephant, you set forth. Deciding to stay clear of the towers until you gain some nice pointy weapons and a mail suit, you visit the local inns. It is best when conversing with the landlord to ensure that you are in talk mode and not fight mode, as skewering the landlord does not lead to prompt service. Switching modes and accessing the other commands is via a joystick controlled pointer. This can be a little slow at times so be prepared to select the attack option as peaceful creatures will wait for you to talk and a hostile one will not.

As you wander, the locals will pop-up (literally) for a chat. This idle gossip not only relieves the tedium of the journey but provides a few helpful hints for your barbarian's continued survival. Visiting the few scattered houses will acquaint you with the various healers and several generous citizens who will equip you for your task.

At this point you may regret buying the cassette version as it has no map facility and three fewer towers. For a well prepared barbarian the towers should be a breeze. Searching dead bodies provides many a useful item and introduces you to the inventory and item manipulation screen. Here you see an image of your character and what he is doing. For detailed inventories of the area around your character and what you are carrying, you must access, the drop down windows. Items can be dragged from one window to the other, simulating the picking up and dropping of objects. At first the number of potions and weapons found may seem overwhelming but when the action starts, the positions get quaffed and the weapons wear out, so carry a spare.

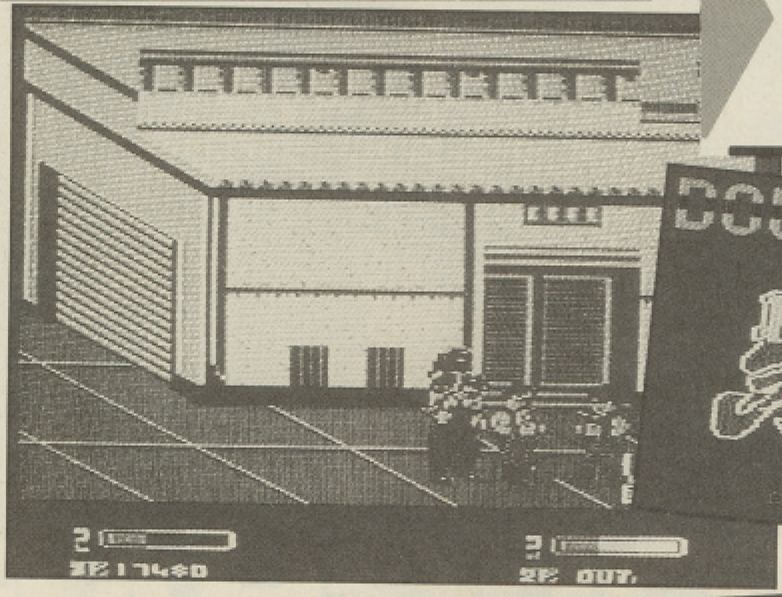
Having bloodied your weapon in the towers, you seek greater challenges and the local bad guys are happy to oblige. In the enchanted land of the elves, a non-mapping adventurer may soon become lost despite the good intentions of the elves. The dwarven mines are less than friendly but beware, for something nasty lurks down here. The final frontier for the fearless hero is the temple where guards abound, both human and snake.

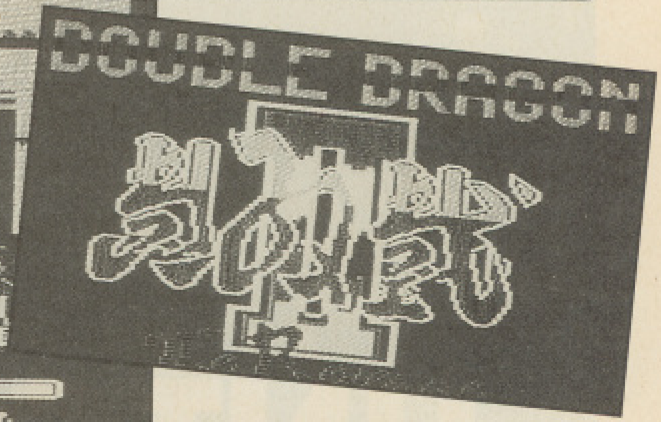
On the 16-bit machines this game did not come to much but on the 64 the graphics are good and the gameplay fast (if you can grasp the icons). A good hack 'n slash escapade with a little mapping thrown in for variety.
AP

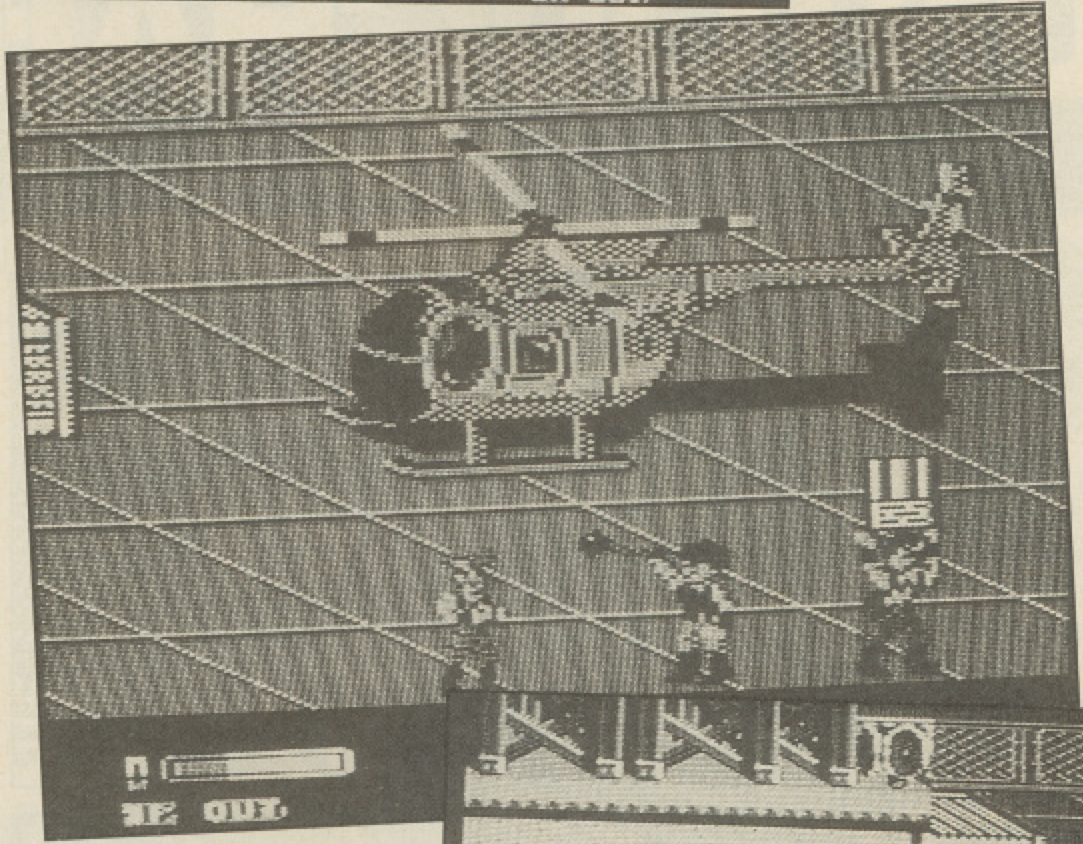
DOUBLE DRAGON II

Supplier: Virgin Mastertronic
Price: £9.99 Tape, £14.99 Disk

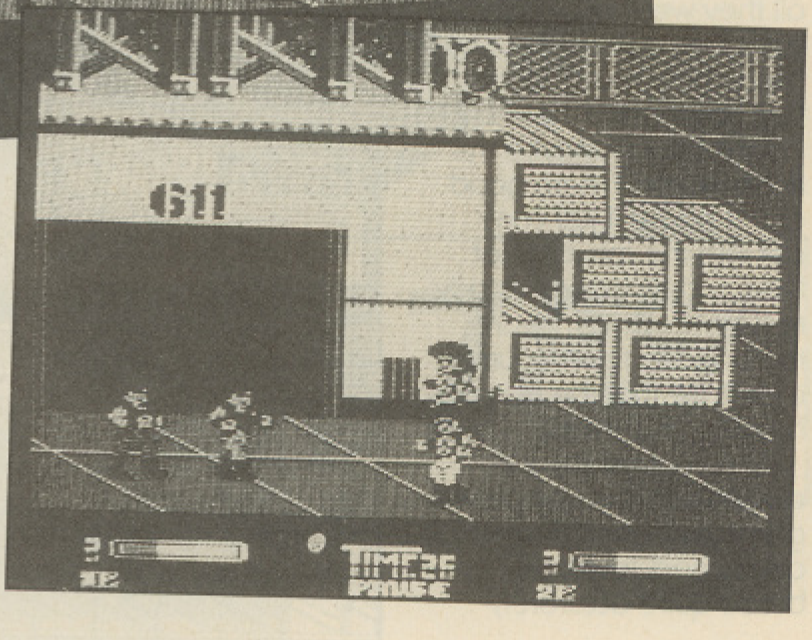
52%







▲ Ooo, it's the three stooges!



Get ready to rumble! ▶

I never played the original Double Dragon, and on the strength of this sequel I'm rather pleased. The original story concerned the abduction of Billy's girlfriend Marian by Evil street gang 'The Black Warriors', and the efforts of Billy and his brother Jimmy to get her back. This naturally involved going on a wild kill frenzy and wiping out the scum that litter the city streets, etc.

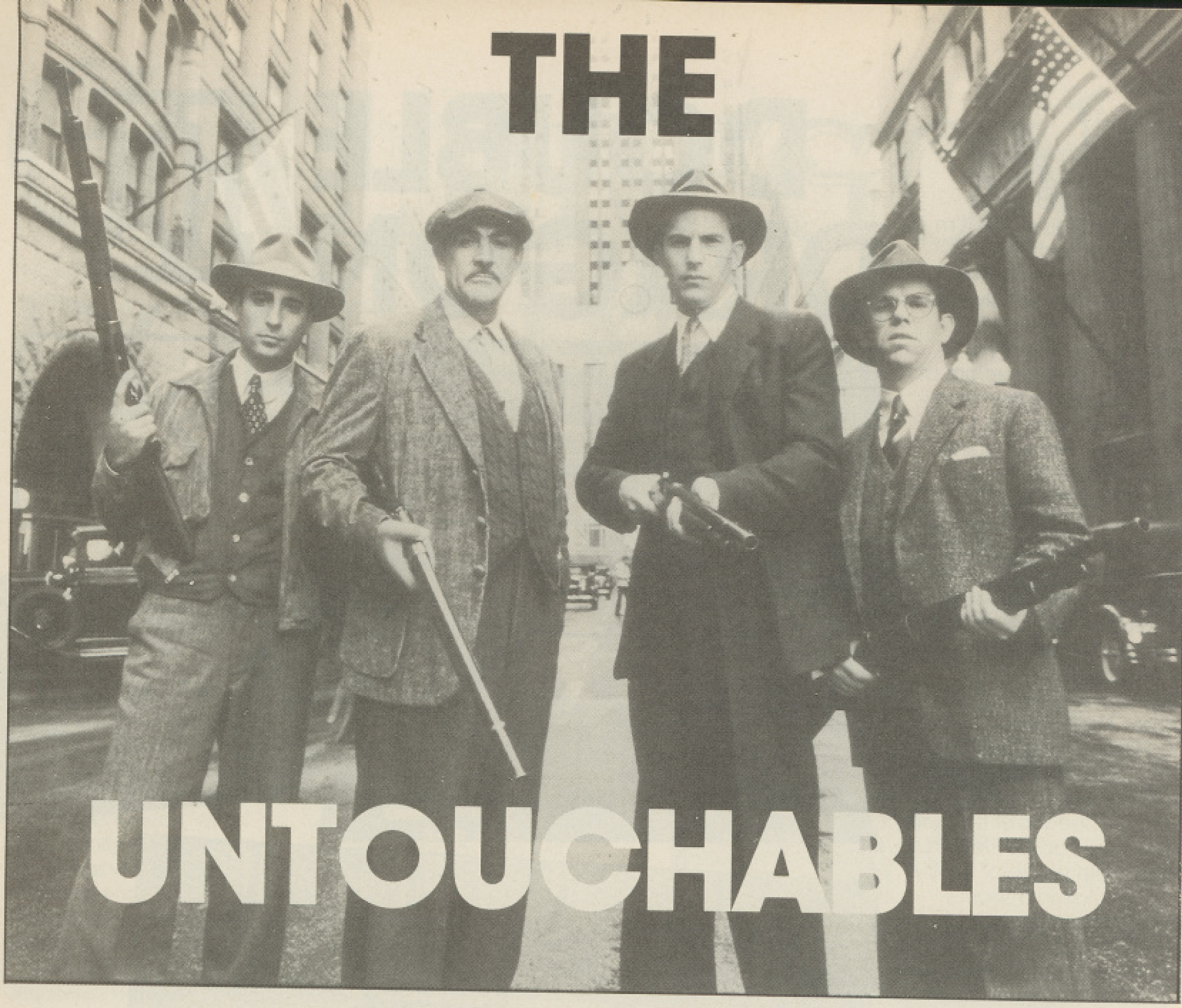
Well, now the Black Warriors have come back apparently having been raised from the dead by the magical powers of the one surviving member. Now they have not only taken Marian again, but this time they have killed her (good for them). Your task is to find her, and discover the secret that will bring her back to life. Oh, and while you're at it, why not indulge in a spot of mindless violence.

Why not? 'Cause the game is a piece of doo-doo that's why not. It's a one or two player set up and you take on the role of Billy or Jimmy. The joystick controls direction, and the fire button will allow you to punch, kick, jump and all that sort of stuff. Basically you just have to fight your way from left to right until you reach the end of a level. There will be a selection of different style baddies attacking you, and a selection of weapons to pick up and use.

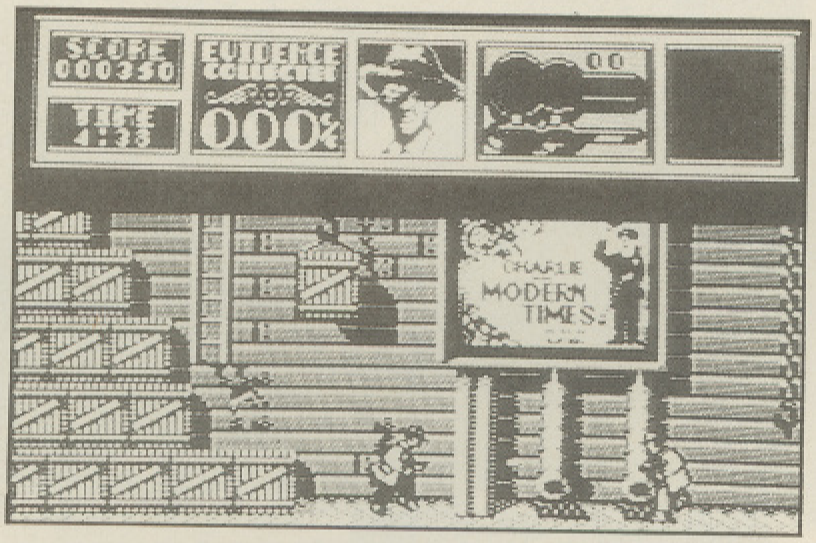
All this sounds OK, but when you get down to playing the faults start to show through. The sprite direction is lousy, you can easily find yourself being felled by a flying crate that doesn't come anywhere near you, and walking into a wall that looks as though it's way away from you.

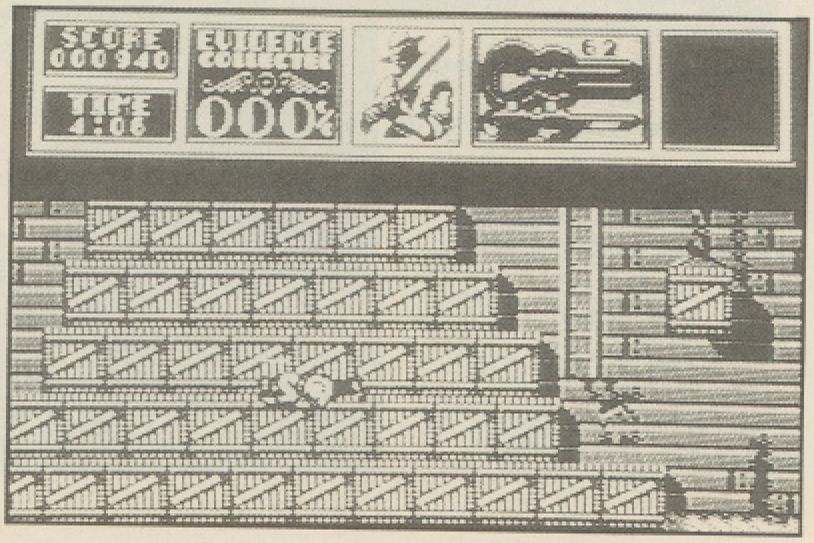
The animation is quite good and the various selection of enemy are suitably aggressive looking, it's just the actual gameplay that's no good. Level One is pretty easy, and so is level two, but it will take quite a dedicated player to reach the end. I certainly can't be bothered to put that much effort in.
JB

THE UNTOUCHABLES



Supplier: Ocean
Price: £17.99 Disk





Chicago during prohibition. Hell of a place. I can't help but have a great deal of sympathy with Capone and his Mafia boys. After all they were only providing a public service. I mean how much fun can you have when there's no booze about? Maybe this is the reason I'm no good at this game, I just can't get into the role of Elliot Ness and his goody goody teetotal buddies. I want the baddies to win. Surely it can't be that the game is hard?

Well maybe it is. It's certainly a very complete game, with six different, and varied, levels all based quite accurately around scenes from the film. Now the film, is pretty violent, and old Sean and the boys certainly weren't averse to a spot of mindless kill frenzy shoot-em-up action but maybe it wasn't quite as bad as this. Take the first level. You remember near the beginning of the film, where Ness, all on his todd, bursts in on Capone's hooch factory and busts open the joint? Well certainly he wasted a few scumbag booze runners but in the game he has to waste a hell of a lot more. It's a fairly straightforward platform type game with lots of crates and things to clamber over.

The object is to find ten of Capone's accountants, blow 'em away and grab the ledgers they drop as your bullets tear into their flesh, smashing their bones

and splattering life juice all over the walls. Very messy, and not at all easy. You see these buggers aren't daft, if you get anywhere near them they run away and you have to be quick if you're going to catch them. There's also a lot of little minions running around and all are quite keen to take the scalp of Mr Elliot 'Whiter than White' Ness. That's you by the way.

If you manage to gather enough evidence to get onto the next level you find yourself at a bridge on the Canadian border, where a shipment of dodgy Whisky has just arrived. This is the most distasteful of all the levels as the object is not to kill people but to destroy booze. Horrible. By this stage you have got your team of Untouchables together, and there is the option to swap between them during the level in order to avoid getting blown away.

Levels 3, 4 and 5 centre around the shoot out at the train station. In Level 3 you are on your way to the station and have to battle through the backstreets avoiding, or rather killing, a host of Capone's henchmen before you get there. Again you may switch between which of the Untouchables you have under your control, and have the option to reload and all that sort of guff.

Next it's into the station itself and it's sicko time as Ness has to stop a small baby in a pram from perishing horribly in a hail of bullets, while maintaining his pursuit of Capone's accountant as he heads for his getaway. Kill those baddies while being careful not to get innocent bystsanders, and make sure little bubby doesn't go hurtling down the stairs. Then you're onto the platforms and Capone's last surviving cronie has taken a hostage. You have just five seconds and one shot with which to waste the baddie, and if you fail the hostage buys it.

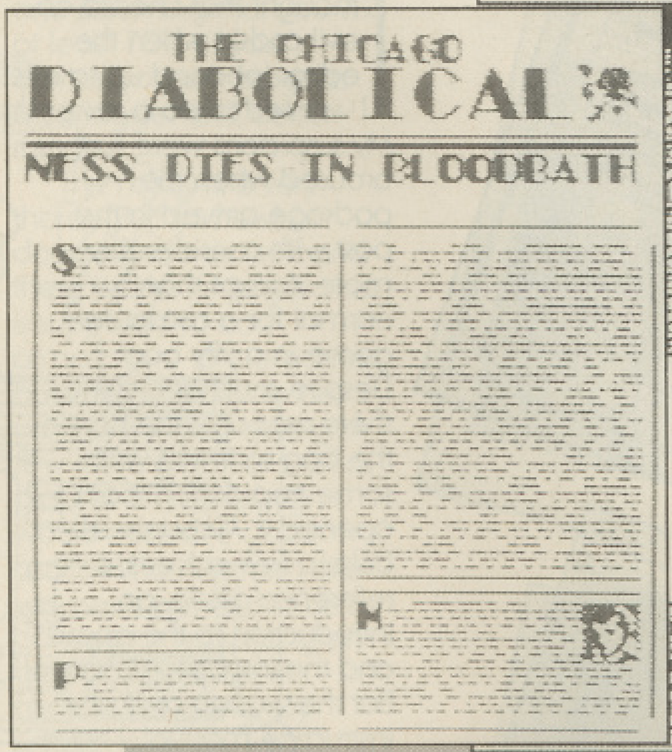
The last level involves Ness' rooftop battle with Frank Niti, Capone's right hand man, but it's going to take you a long time to get that far.

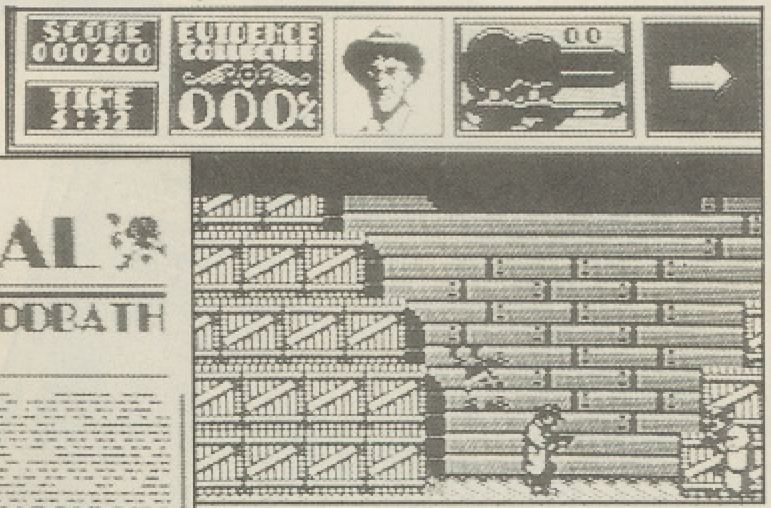
All the way through the game the graphics are great, and the atmosphere created by the sound effects is spot on. it's really a very good representation of the film and there is such a variety in the various levels that you'll keep interested for a long time. There's no simple shoot 'em up stage and all the time you are looking to do just a little bit more than kill baddies.

It's not a terribly original game but so thorough it's definitely worth looking at. If you enjoyed the film, you should be familiar with and enjoy all aspects of this game.

JB

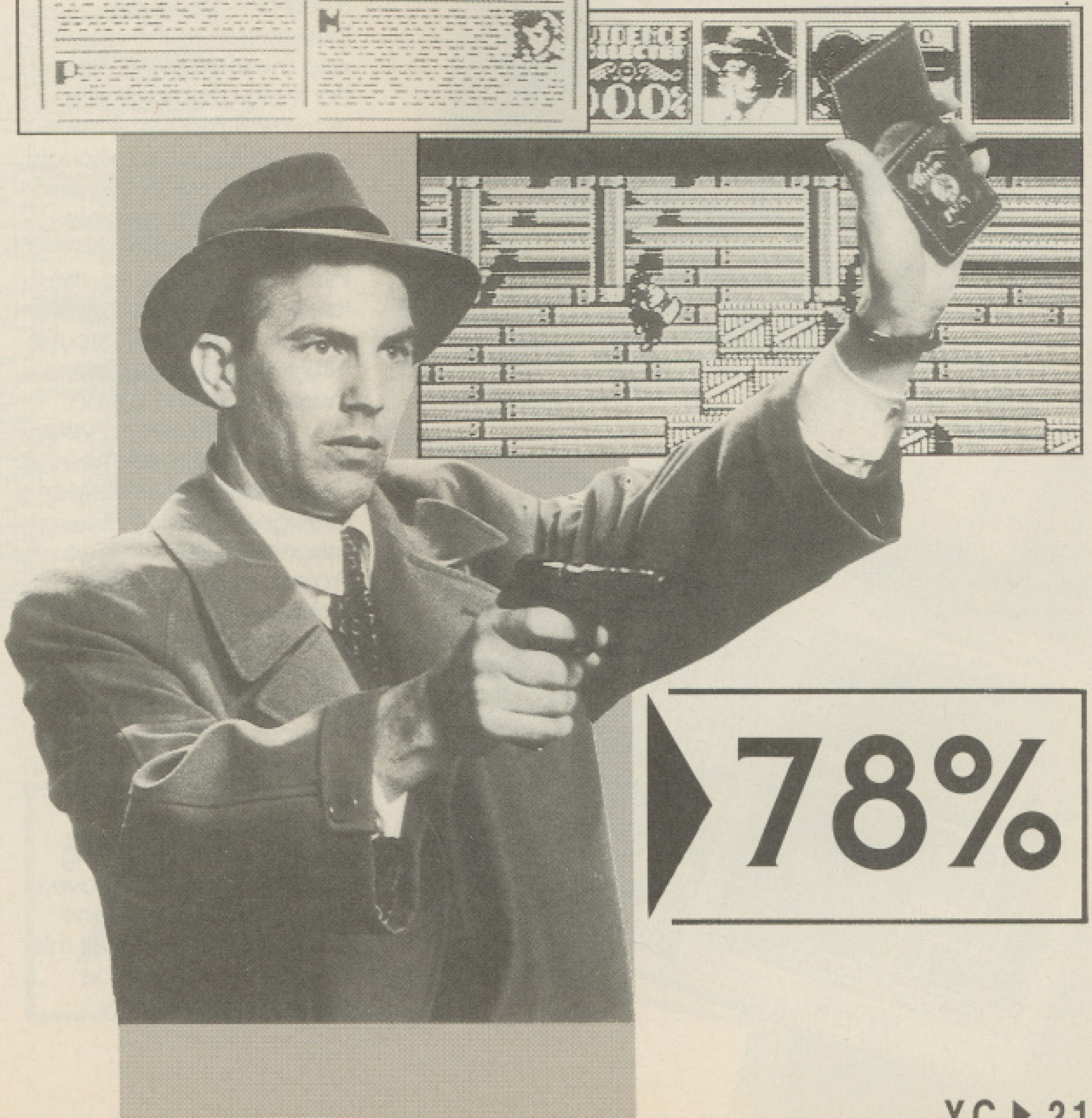
▼ The Loch monster is dead!


THE CHICAGO
DIABOLICAL
NESS DIES IN BLOODBATH



▲ Who is that man in that dirty mac?

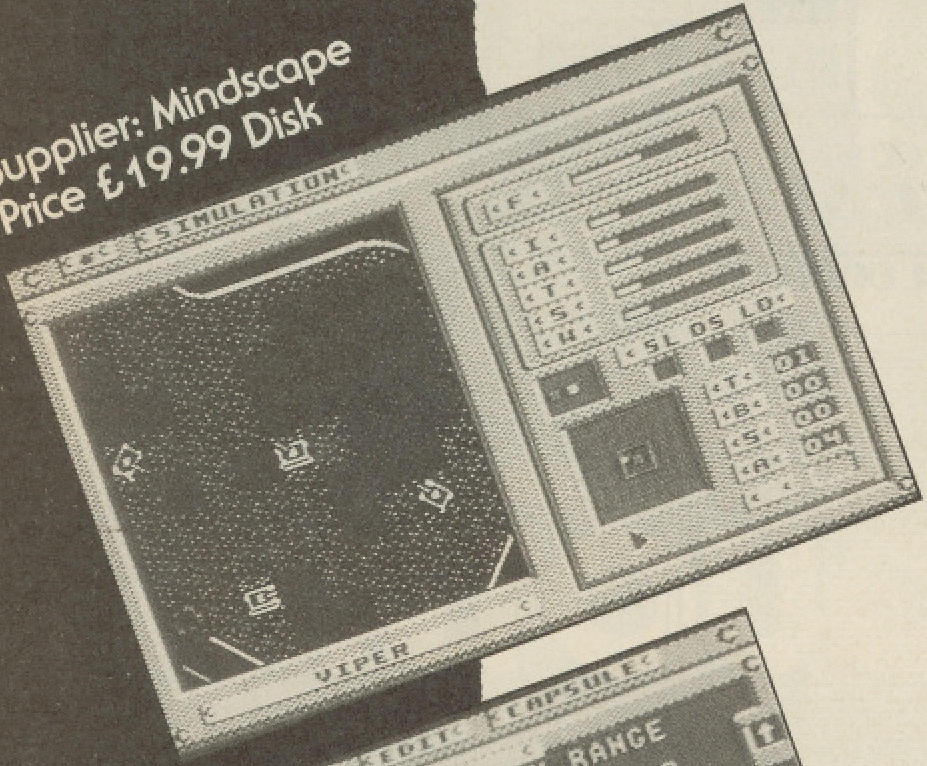
▼ I bet that broke the box office!

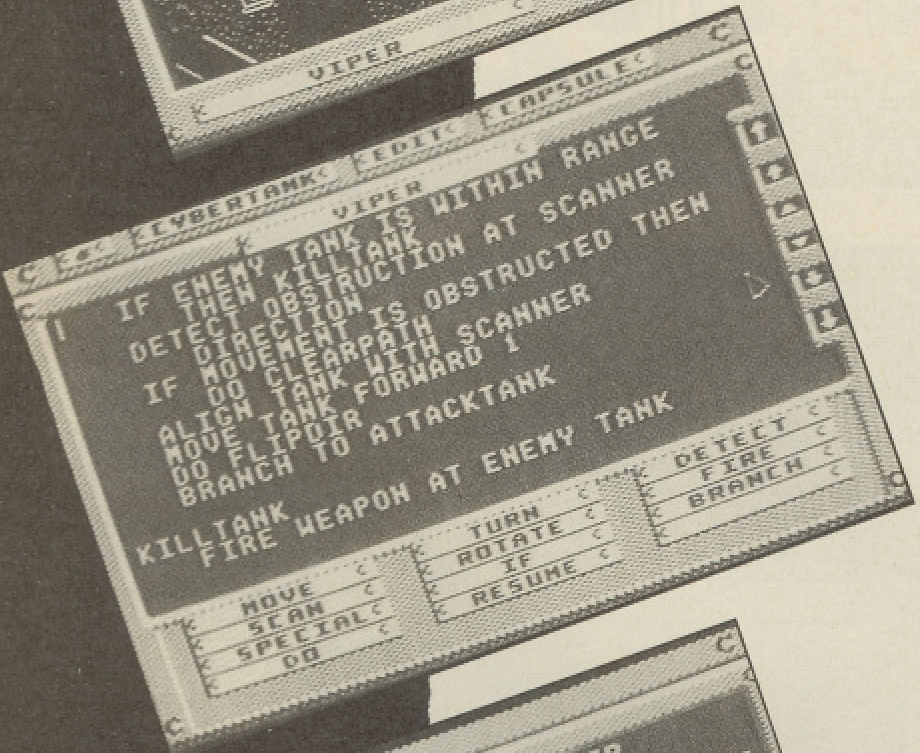


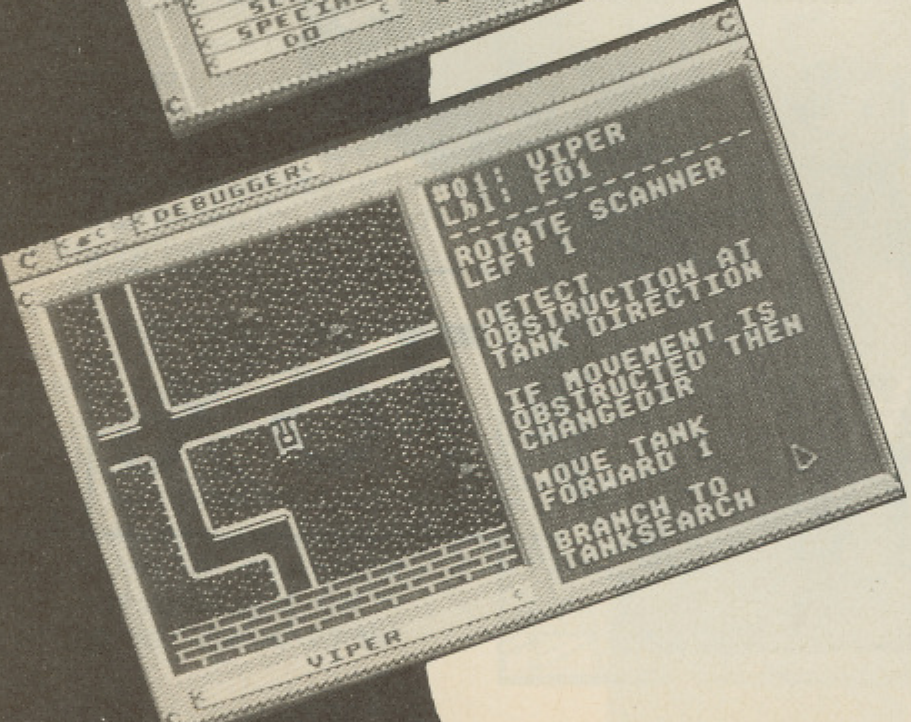
78%

OMEGA

Supplier: Mindscape
Price £19.99 Disk







I thought that I heard an evil cackle when the editor 'phoned up to ask if I wanted to do a review. My suspicions were further aroused when the package arrived in the post with considerably more stamps than is normal for a computer game in a jiffy bag. Despite much searching, there was only the box in the bag so it was with some trepidation that I opened it. A couple of disks, a few adverts, a reference guide, an introduction to the game and the instruction manual. But this was no ordinary instruction manual, I have seen thinner DOS manuals! Over 200 pages long and here was I with a whole day to master the intricacies of Omega, the latest game from Origin.

The time is well into the future and cybernetics is the name of the game. You have just started your first job working for the Organisation of Strategic Intelligence. You are assigned to the Omega Project, developing the latest in unmanned tanks that will be the mainstay of your government's defence system for some considerable time.

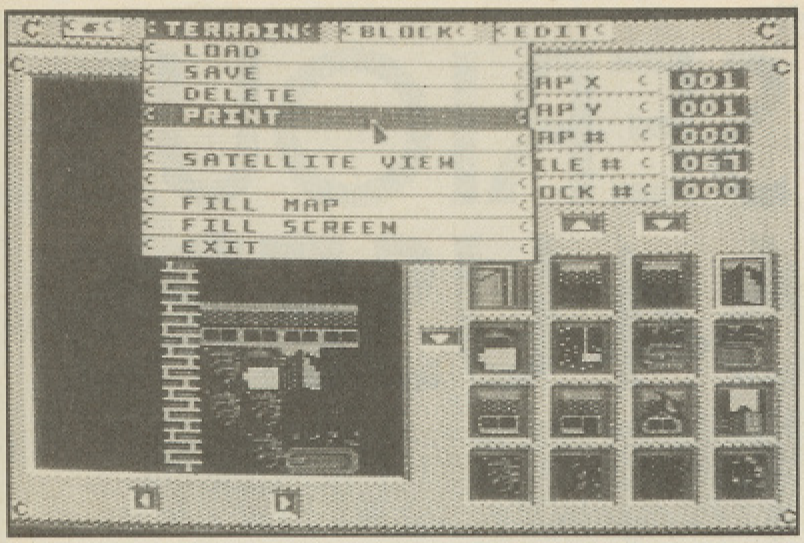
Before they let you loose on the real things though, you have to undergo various training stages in which you have a limited budget to spend on a prototype. Only if this is successful will you be given a progressively higher security clearance.

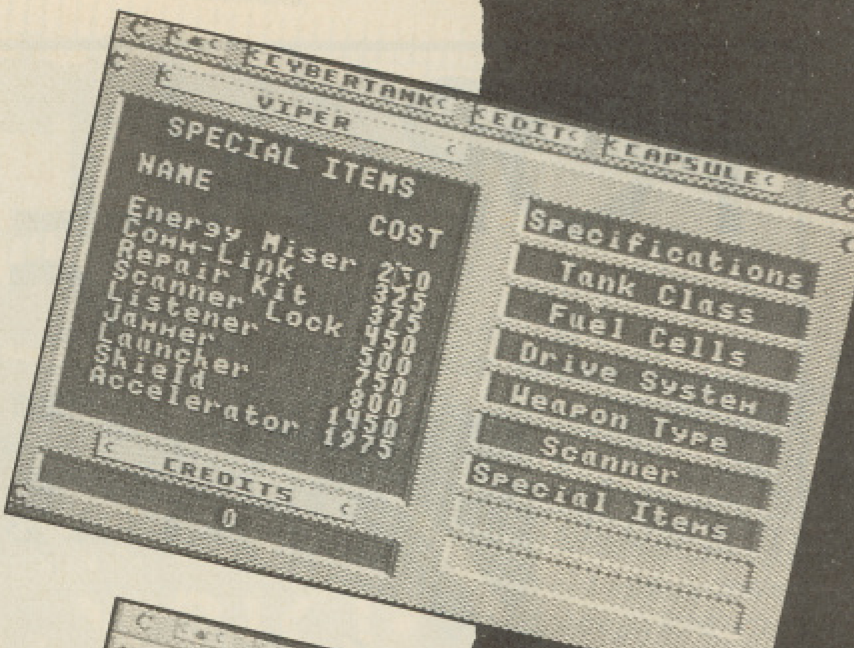
The physical design of your tank is perhaps the easiest part of the game. You must select a tank class, fuel tank, drive system, scanner and weapon system for your machine without overspending. As you progress, you are allocated further funds with which to buy better technology together with a few optional extras such as early warning units, shields and repair kits. Only when you have completed all your training do you get your hands on unlimited funds.

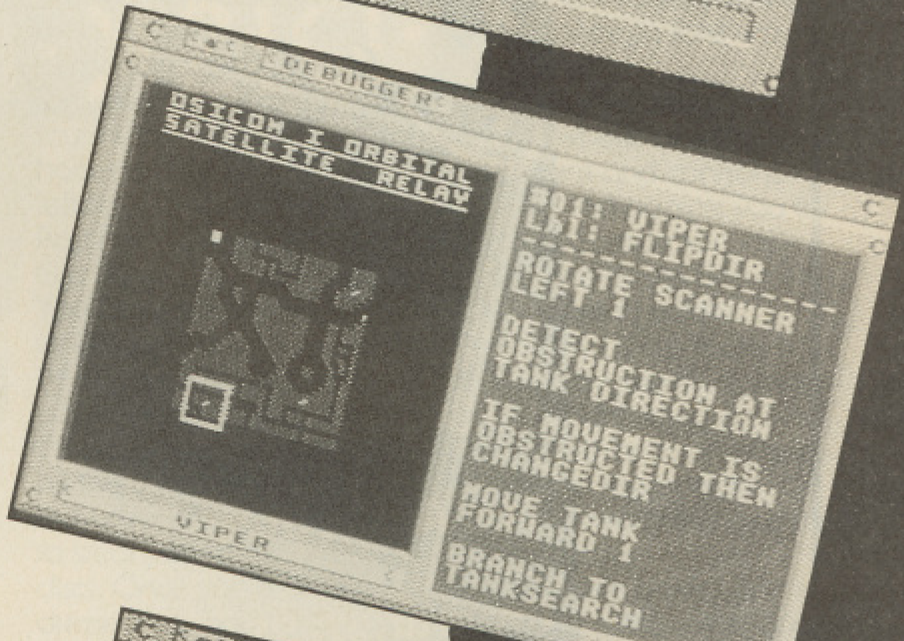
A tank sitting in the back yard getting rusty is no use to anyone though, so the next stage is to tell it what to do and this is where the fun really starts as you have to get to grips with a new programming system – the Cybertank Command Language.

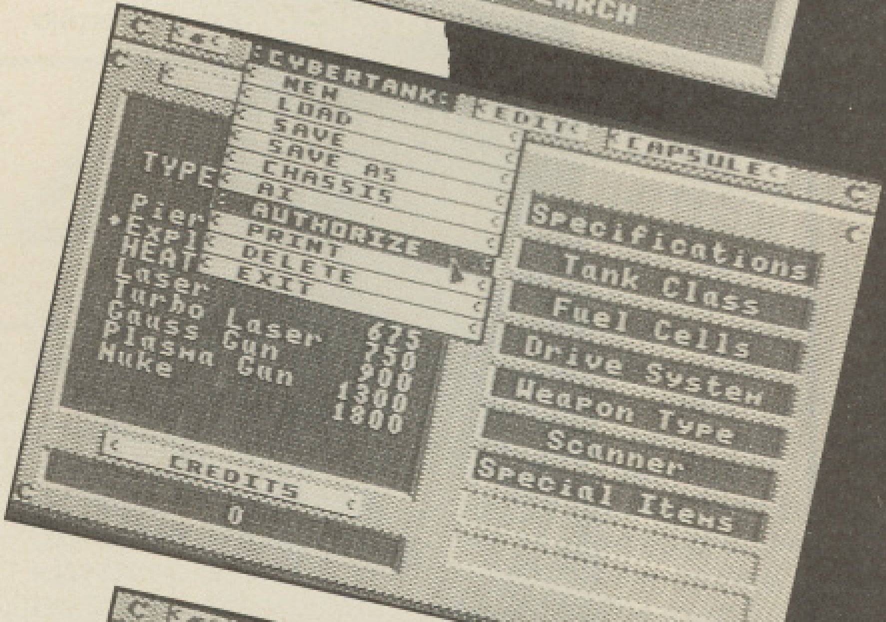
This is a simple structured language following named procedures and is not as difficult to learn as it first seems. This is because many of the modules that you are likely to want have been written for you and can be found in a library of routines on one of the disks.

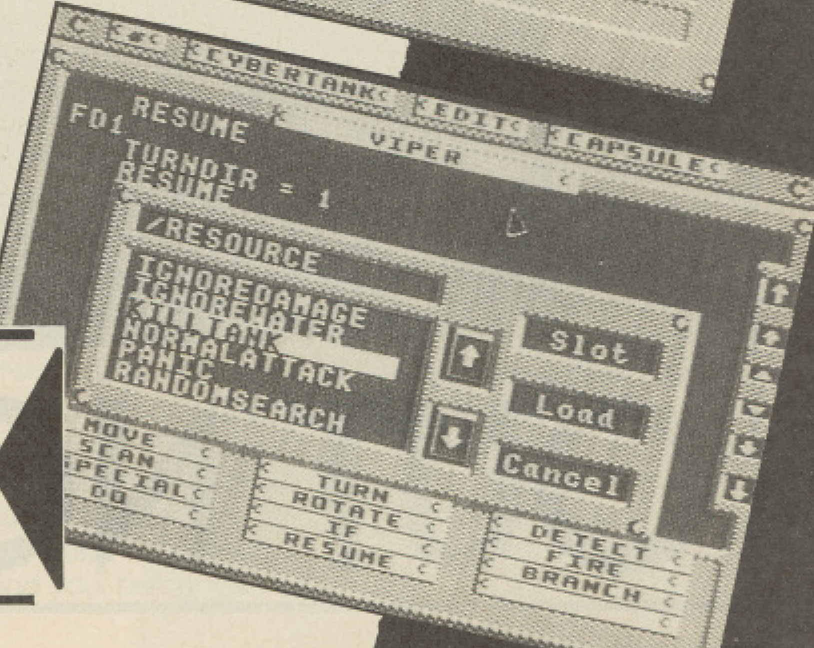
In addition, the command structure within the game prompts you all the way along to get the syntax right. A menu of key words appears at the bottom of the screen and selecting one of these











leads into a sub-menu appropriate to the chosen command.

At the start of the game, you are only likely to be concerned with the basics of move, find and destroy the enemy. It is only as you progress that you are likely to want to include advanced Italian techniques (i.e. running away). The manual is very helpful taking you through several worked examples in a simplicity that even I could understand.

When you think you are ready, you must get the program to authorise your design. This involves checking that all the parts of the tank are present and that there are no glaring errors in your logic.

If everything checks out, it is time to try out your creation on a simulated battlefield, either one of the three included in the game or one of your own design. Again, you can vary the conditions by adjusting the number of tanks, what your objectives are and whether you are working alone or in a team.

You will no doubt have to make a series of modifications to your design at this stage as you discover why the enemy is shooting you all the time and not the other way round. When you are happy with what you have got, you can ask for clearance. This puts your machine into a series of ten random encounters and assuming that you win at least 70% of your battles, you will progress onto bigger and better things.

The manual is very thorough if somewhat daunting to start with and there is a lot of jargon that is supposed to add atmosphere to the game, but which I found to be unnecessarily confusing. A few extra graphics such as pictures of your design would not have gone amiss either but then this was never intended to be a game that was strong on graphic appeal. The controls are generally simple to follow with logically designed menus and icons. Just occasionally, I found that I was not prompted for a particular disk that I needed, but that was the only slight problem that I have encountered so far.

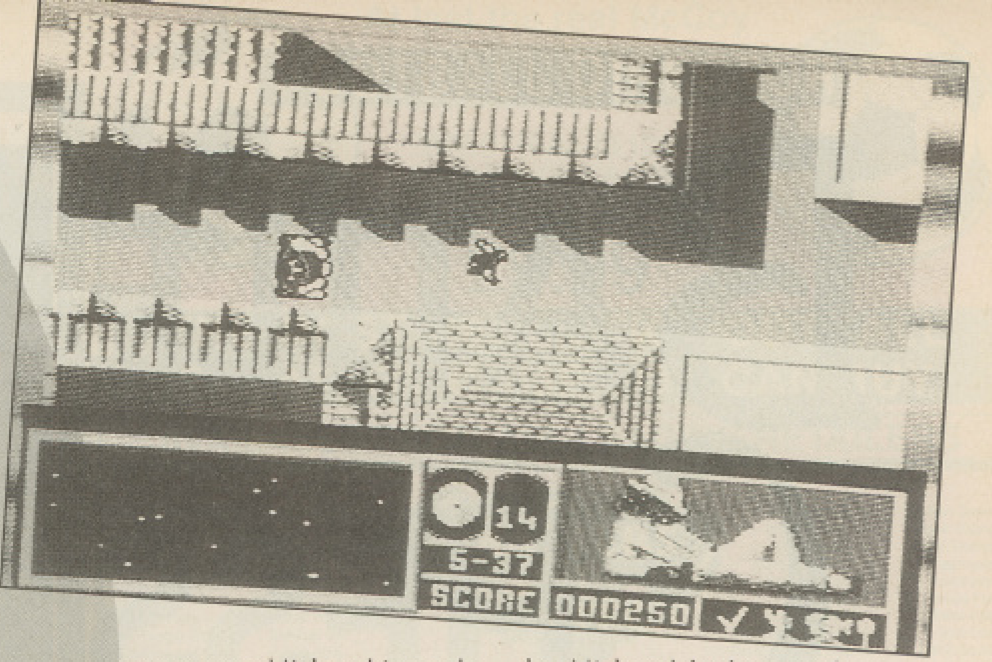
It would be wrong to say that Omega will appeal to everybody. Certainly if you do not like exercising your grey cells, then you should steer well clear. If logic and programming appeal to you though, then you should find enough here to keep you quiet for many a long winter's night.

GH

72%

MOONWALKER







64%

Supplier: US Gold
Price: £14.99 Disk, £9.99 Tape

"I'm Bad, I'm Bad" screams the poxy little speaker on my dodgy monitor, and I can't help but agree with it. The game lives up to the song too, but maybe not in the street slang style intended.

I'm not a great fan of the mutant singer myself and taking on the role of the coffee coloured superstar holds little appeal, especially when the object of the first level is to disguise yourself as a rabbit. Yes, a rabbit. You see, young Michael is stuck on a Hollywood studio lot surrounded by all sorts of fans, such as Japanese tourists, cowboys on horseback (presumably leftovers from the latest Roy Rodgers epic), and Granny and her Grandson. You have a radar which directs you to the various bit of a rabbit suit, which you have to collect and dress up in while avoiding all the rampant fans as they descend on you trying to steal your platinum discs. Once you're fully dressed up, and now look like a total pillock, you have to find a motorcycle on which you speed your way to Michaelsville.

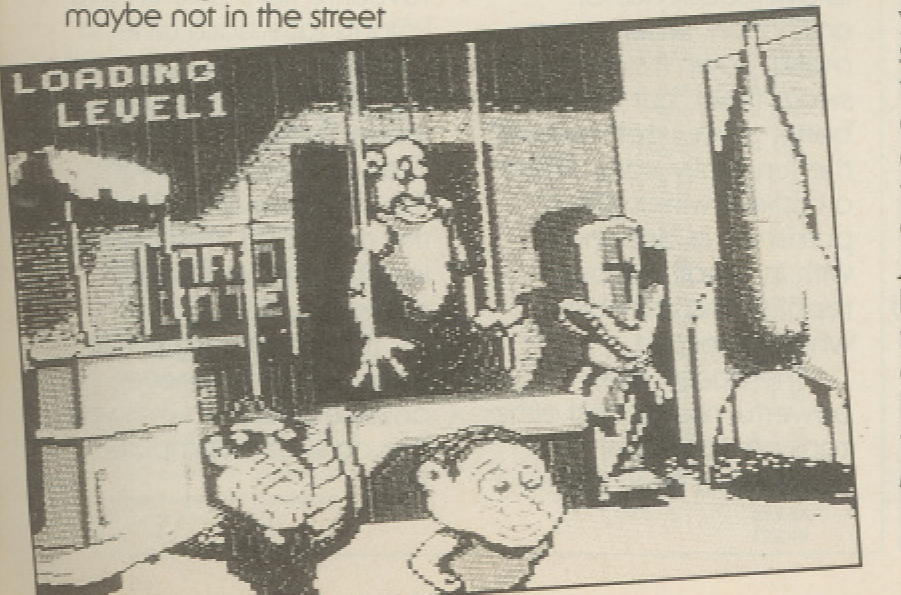
Here you find that Mr Big has seen through your lapine disguise and has set the fans on you again. You must avoid them all by collecting orbs which turn your motorbile into a sports car, in which you can fly over barricades, running down Mr Big's henchmen on the way. Once you get far enough you can escape to freedom on a jet-ski to Club 30. Here you have to find a gun in order to wipe out Mr Big's rotten old troopers and rescue a load of children from a fate worse than death. Mind you, being rescued by Michael Jackson strikes me as being a fate worse than death.

Finally there is the arena, where all sorts of laser guns and cannons are pitched against you by Mr Big's Guardsmen, as you battle onward to take the kiddies to safety. Personally I'd be more satisfied by joining up with Mr Big and putting an end to the little brats once and for all, but then again that's not really the point of the game.

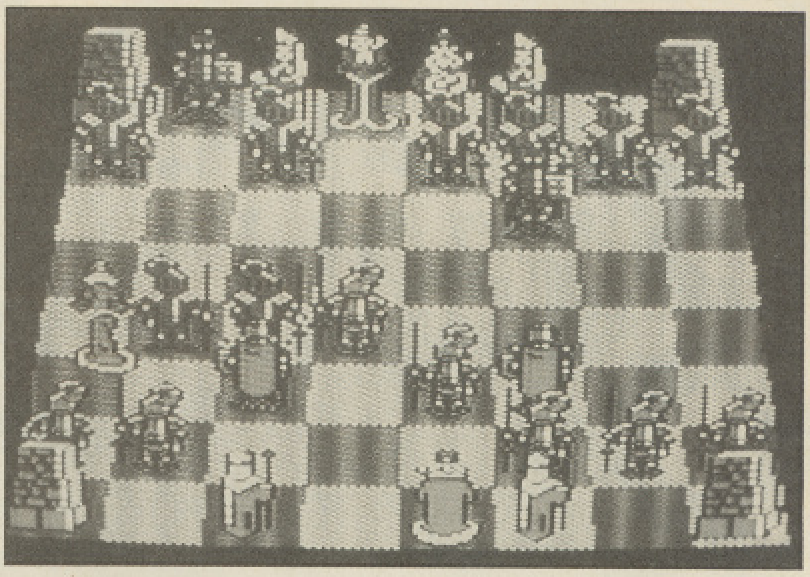
The graphics on this game are really rather nice, and when you start playing it seems as though you are going to enjoy yourself, but after ten minutes wandering around the first level you begin to have your doubts. The game is slow moving and pretty uninteresting at this early stage and while it's pretty hard to find all the bits and pieces you need it's also pretty hard get yourself killed. The radar screen is nicely presented and fairly helpful, but the game is still boring. The music, you'd have thought, would be pretty integral, but all you get is a horrible blip-blip style version of Wacko Jacko's hits which becomes very irritating after a certain amount of time.

I didn't enjoy this game at all, but to be fair, it's pretty enough that an undiscerning Jackson fan might think it the best thing since sliced goats cheese. Not for me, I love goat cheese.

JB

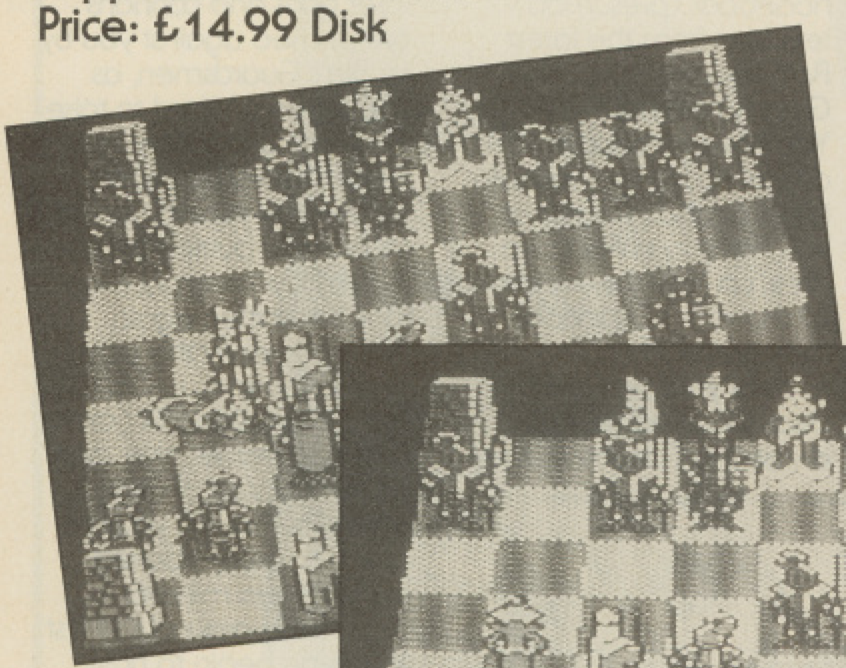


BATTLE CHESS

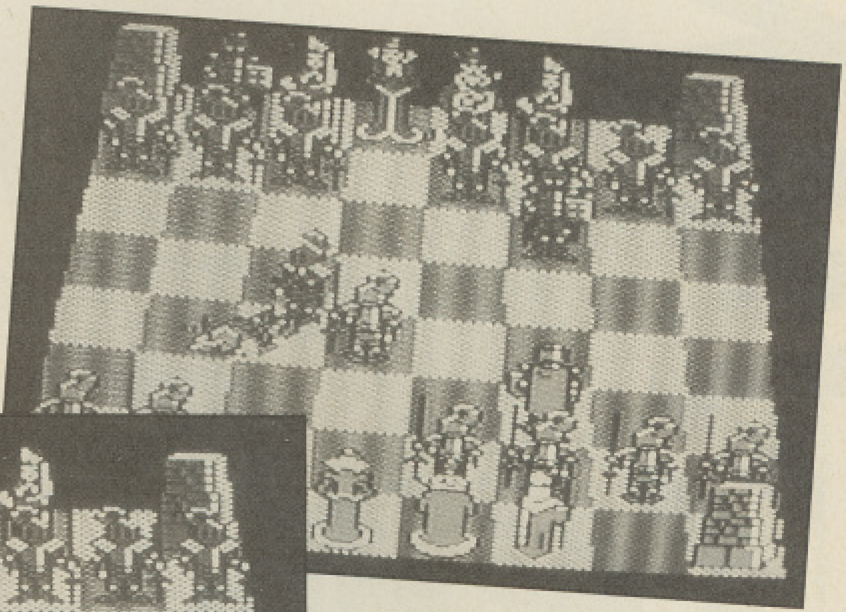


▲ Pawn Humps Pawn!

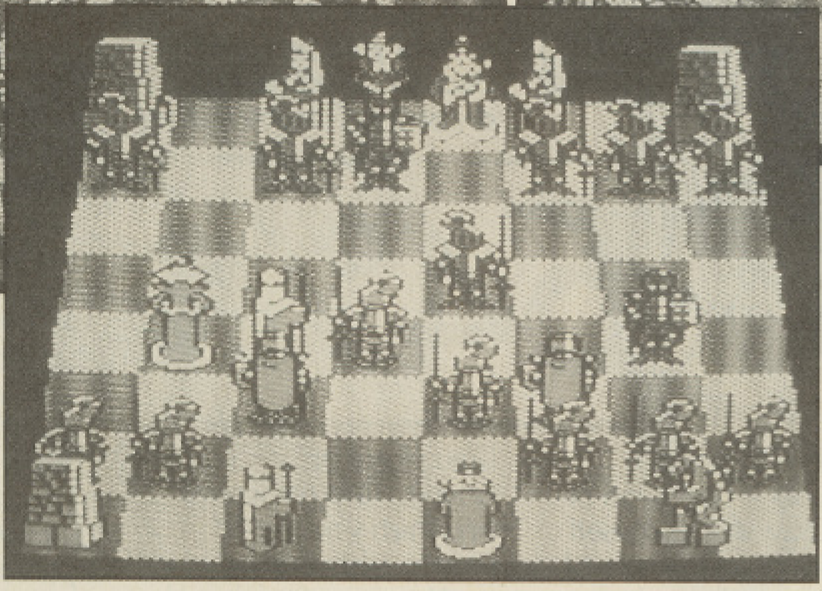
Title: Batttle Chess
Supplier: Electronic Arts
Price: £14.99 Disk



Grapple Chess ▲



▲ Get it off your chess!



80%

For reasons that will become obvious, the game is supplied only on disk and features 2 megabytes of compacted animation routines that combine to literally bring to life normally stale and static chess pieces. Now the movie 'pawn takes pawn' isn't as simple as it sound, as the losing pawn doesn't give up without a fight as they duel to the death.

The fact that the game also features a sophisticated chess program that offers both 2D and 3D views and ten levels of play is almost forgotten as the animation takes over. In most chess games that offer 3D views, this usually gets switched to 2D as it adds little to the game. The wind of change finally blows, though.

Pieces now move according to their type. For example, a pawn marches up the board, the king shuffles, the queen has a sexy little wiggle and the knight shoves other pieces out of its way as it moves to its new position. The rooks are in fact rock monsters that stomp as they move and stamp on anything that gets in their way. The fun really starts when battle begins and each piece match up has its own sequence of animation. When pawn meets pawn it's a straight sword fright, but when the better pieces get involved the fun really starts. When a castle is winning it pummels its opponent with its great fists, but topples and crumbles when defeated.

The queen uses powerful magic and either zaps an opponent or opens up a pit in the board for them to fall in. When the tables are turned she picks up her skirt and runs, only to be caught in the back. My favourite fight is when two knights face each other in combat. The result reminds me of the Black Knight in Monty Python and the Holy Grail as the losing knight first loses one arm, then the other and then both legs before he is finally defeated.

This is one program to have handy whenever anyone asks you what you can do with a computer.

TH

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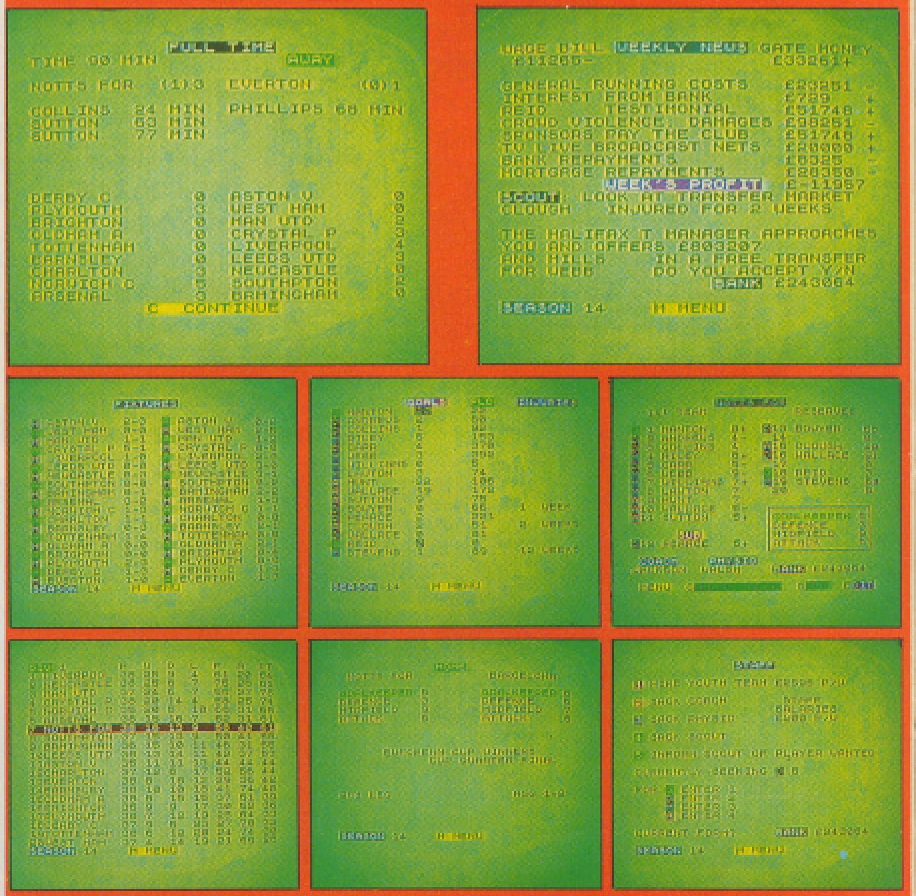
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Bushido - The Way of the Warrior

83%

Supplier: Firebird
Price: £12.99 Disk, £9.99 Tape

As a loyal servant of your lord, lopping off a few heads at his bequest is child's play, but when he commands you to take an enemy fortress and your frontal assault fails, a game is born.

This is no task for an ordinary mortal, so your choice of character lies amongst the classes of ninja, smaurai, monk, and priest (to name a few). Each character starts with the skills appropriate to his class, but a little extra training goes a long way. The limiting factor on training and the completeion of your task is the age of your chosen character. It is well known that dying of old age limits one's range of activities. The dead do have their uses though, as you will find out if you stay in the fortress after the toll of the midnight bell. Death by combat is not to be feared as a magic belt will instantly teleport your hero to safety when mortally wounded. The problem with this is loss of progress and the time taken to heal your character, too many trips home and he will be too old and crumbly to be of much use.

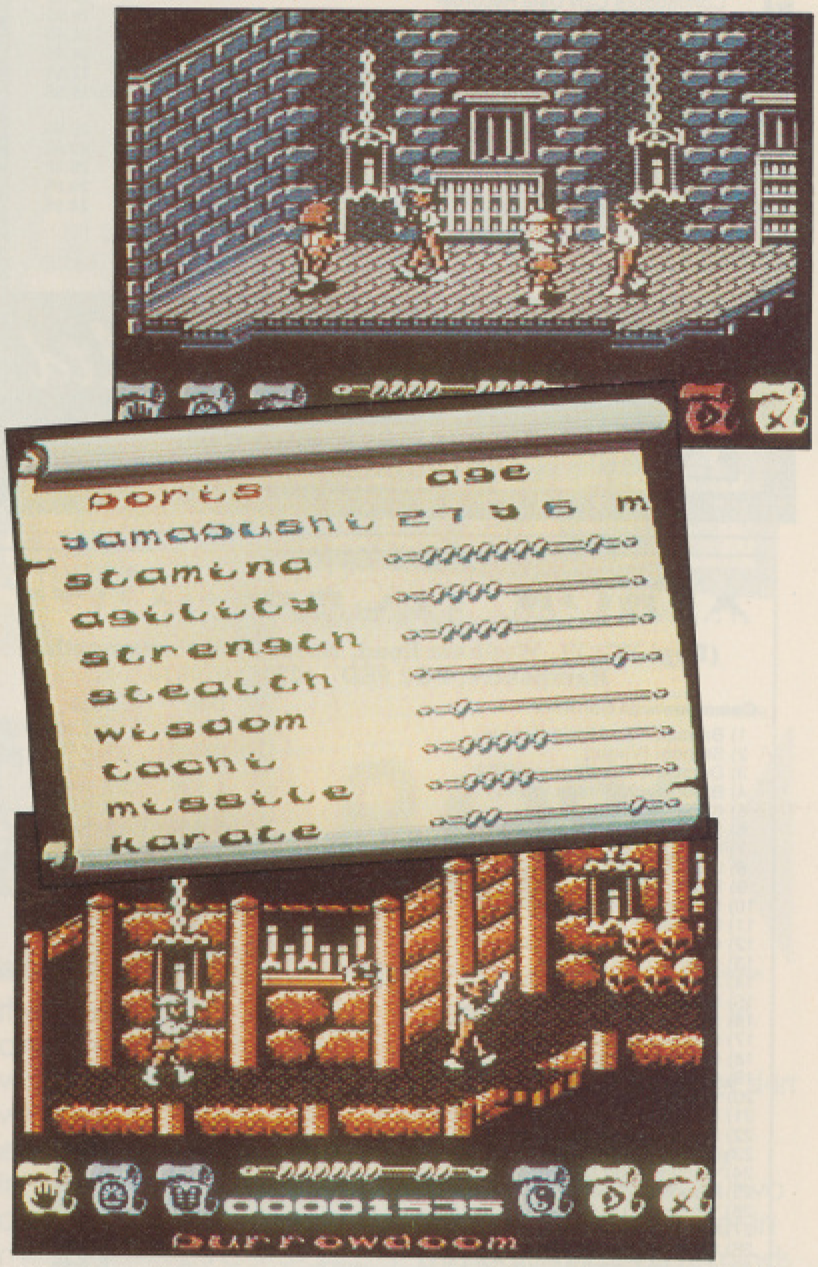
Before entering the fortress you can train your character, mix ingredients to make spells and arm him with collected weaponry. The making of potions is a hit and miss affair as you can but combine ingredients and hope for the best. Some of the easier potions are 'heal', 'fear' and 'invisibility'.

Upon entering the fortress you are presented with a 3D view of the room you are in plus an assortment of enemy fighters. Without haste you chop these down, or throw throwing stars, thus reducing them to bones and leaving you free to search the walls. At first the ability to run up and down the walls like a spider seems a little disconcerting but without this ability you would not be able to search the shelves for hidden items. Your finds will include armour, weaponry, keys, food, wands and the all important magical chests. A chest will spout monsters until opened with a wand, but, once opened, magical ingredients will spring forth and if not caught quickly will soon dissipate. At any time in your quest you can access the options panel to exchange held items, consume potions and swap weapons.

To move through the nine levels of the fortress you must open trap doors with keys. Descending into the fortress introduces you to some mean characters, who, rather than swing for your neck with their blades, will throw axes and other sharp implements. If progress grinds to a halt, pay heed to the wands who give you partial clues when collected.

There are no slow plodding characters in this game; it goes for the throat in a big way and the self generating map neatly eliminates the one possible gripe. Not a full blown role-playing game but a nice mixture which will delight those who prefer to hack first and ponder later.

AP



FOOTBALLER OF THE YEAR 2

Supplier: Gremlin
Price: £14.99 Disk
£9.99 Cass

It was spazza, Gazza, Mazza, Dazza and myself who were waiting at our respective tables when the announcement was made. The grim-faced host slowly opened a golden envelope, and my mouth resembled a large basketball hoop when my name was read out aloud. "The winner of Trainee knitwear model of the year is Rik Henderson". What a shock. Dazza won The Footballer of the Year award for the third year running, but he looked extremely perturbed that he had failed yet again to get the big one.

Footballer of the Year 2 expands on the firm groundwork that its prequal laid beforehand. Footballer of the Year was good, but not as good as it could have been. It was bugged, and its arcade sequences relied too much on luck (as did the boardgame). This updated version, however, would never make a boardgame as it works almost entirely on the skill of whoever's playing.

The game is basically the same as the first one. You must become footballer of the year by scoring mega amounts of goals for clubs and country. This time though, there is only one division (the UK Superleague), consisting of teams like Liverpool, Arsenal, Rangers, and Shamrock Rovers. You can change the names of the teams involved, but the league structure remains the same.

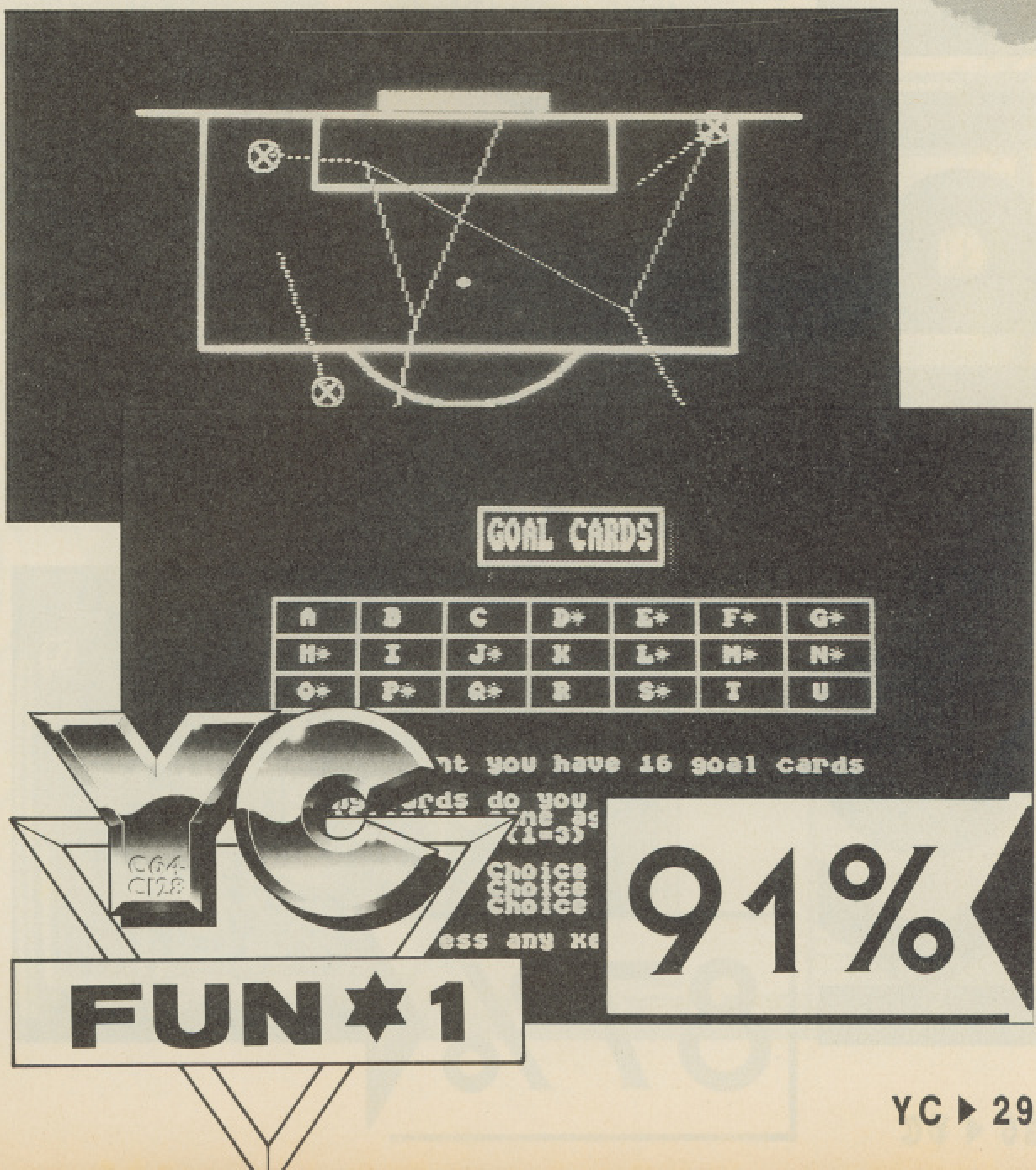
There are goalcards, as before, although the method of scoring has been completely rewritten. Instead of just hitting the ball in a direction and hoping for the best, you are shown a diagram of the plan of action. You must follow this plan in order to receive the ball, and shoot into the goal, hopefully past the goalkeeper (this sequence reminds me a lot of Kick Off and games of that ilk).

If you score enough goals in a specific match, you may be chosen to play for your country, which involves competing in the World Cup. When you do so, you must score in each one of your International games or you will be dropped. There are also two home tournaments, and your Footballer of the Year chances rely on you winning medals in these.

There is also a small quiz section, which allows you to 'double or quits' with your money. This is unbelievably easy and it makes the game a lot more straightforward (due to almost unlimited amounts of dosh). There are nine skill levels to compete on, each of which makes the opposing team that much faster, and harder to score against.

Footballer of the Year 2 has been vastly improved in comparison with its 'older brother', and in presentation alone it has moved the old theme into the 90s. It is great fun to play, and it is almost as good as Knitwear model of the Year Simulator.

RH



KOMPILATION KORNER

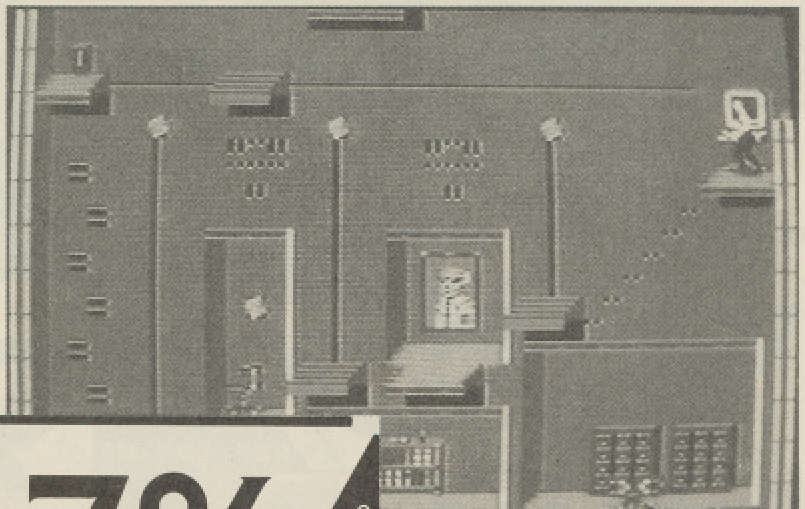
To the software houses this is the most crucial time of the year, as the money they can get from you to spend will fund all the development for next year's games. The first line of attack are the big name games such as Hard Drivin', Operation Thunderbolt and Ghostbusters II. If you've got any money left after that lot then prepare for the second line of attack, the compilations. These aim to entice you with three, four or even five games for the price of one. The compilation line-ups look even stronger this year as they contain titles such as Operation Wolf, After Burner and Thunder Blade, all of which challenged for the top spot last Christmas.

Everyone's a winner with compilations. The software house already has the games and so only needs to package and market it, and you and I can bag a bargain or catch up on missed titles. Since most cost around £12.95 on cassette and £17.95 on disk, you can afford at least one blast from the past.

US Gold

US Gold challenged for the top spot last year with the helicopter shoot-em-up Thunder Blade, so it isn't surprising that that features in two of the companies three compilations.

The first pack, called **Coin-op Hits**, is also a tie-in with Computer And Video Games magazine (what's that? - Ed) and features five of the top US Gold coin-op conversions of all time. Alongside Thunder Blade there is the 1986 Christmas Number One Out Run, shoot-em-up driving action with Road Blasters, a rave from the grave with Spy Hunter (the game that started all the road blasting games) and the Capcom classic Bionic Commando. If I had to pick just one game, I think I'd go for Bionic Commando, as it's fast, laser-shooting, arm-swinging, villain-drilling action really gives you the feel of a futuristic commando raid. Which would you pick? The good news is that you don't have to choose as they're all available in the one pack.



87% COIN OP HITS

Winners is the appropriate name for US Gold's second compilation that also features Thunder Blade, this time being accompanied by a combination of arcade, film and platform action. The film action is provided by the game based on Indiana Jones and the Temple of Doom. Actually, it's the game based on the arcade machine based on the film in which you must battle Thuggee guards through three levels of snakes, pits and railroad cars, collect the moon stones and save lots of children. Once you've done that you can flex your fire button finger in Blasteroids and LED Storm before taking on the evil Elvin Atombender again in Impossible Mission II. This is the pinnacle of platform games and combines 3D graphics with all out action and joystick jangling posers.

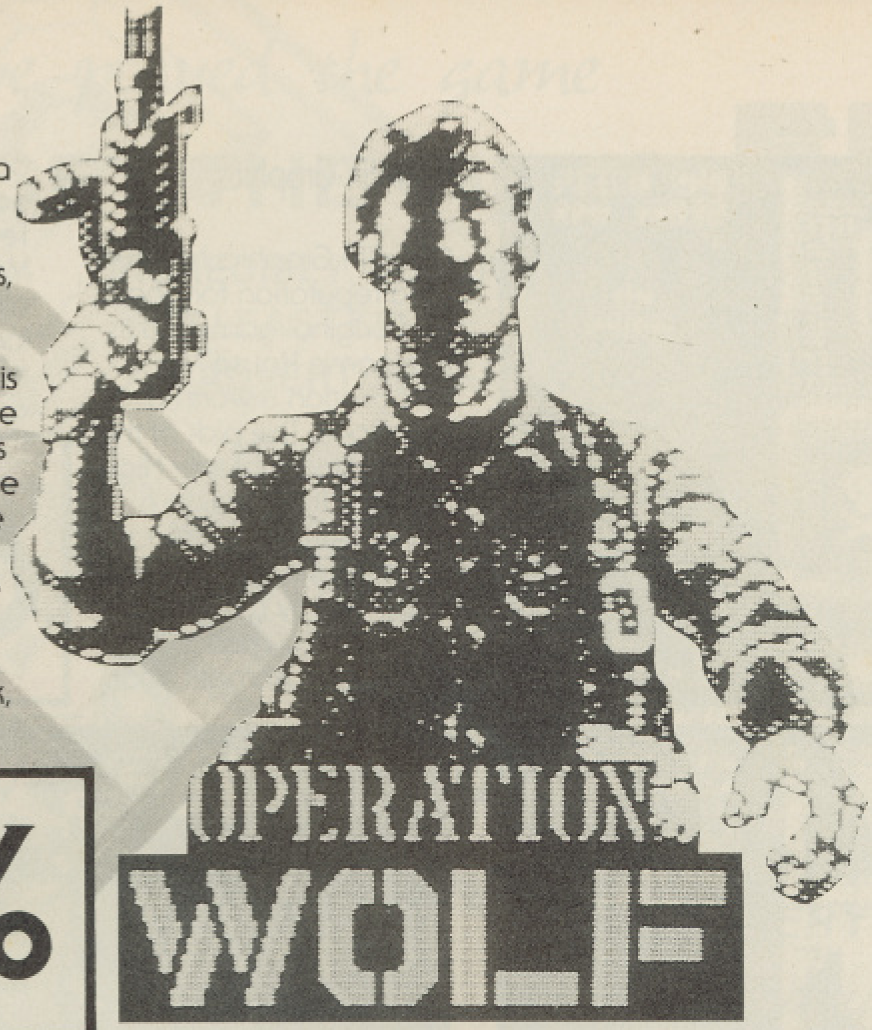
76% EPYX ACTION

Impossible Mission II was written by Epyx and sold in the UK through the US Gold, and so naturally finds a place in the five game **Epyx Action** compilation. Here it is joined by 4x4 Off Road racing, Street Sports Basketball, as well as two from the famous "Games" series of games. California Games offers 8 players 'fun in the sun' as they attempt a series of six events, including Half Pipe Skateboarding, Surfing and Footbag juggling. The

Games: Winter Edition is a more serious affair as it simulates the ice cool action of Winter Olympics, complete with opening ceremony, medals, flags and national anthems. It is also one of the best of the Games games and offers seven events including the speed of the Luge, to the stamina of the cross country race. Perhaps the funniest is when other people attempt the skating while you sit back, watch and laugh.

EPYX ACTION

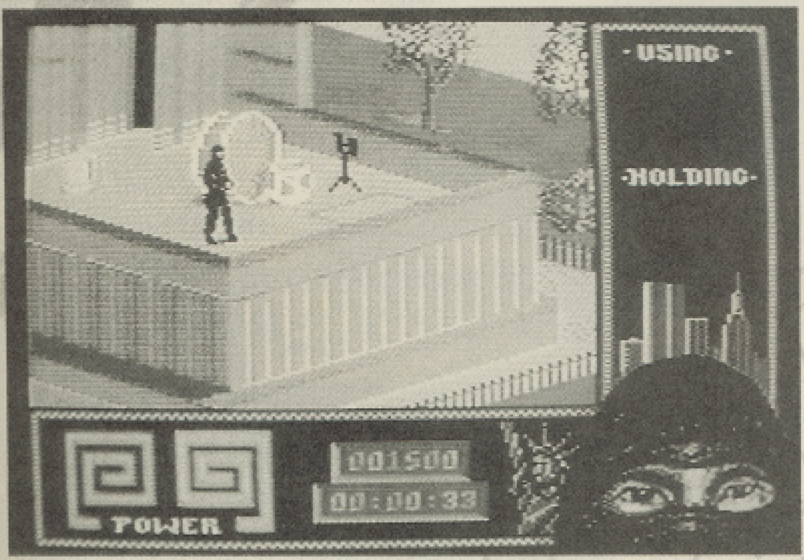
75%

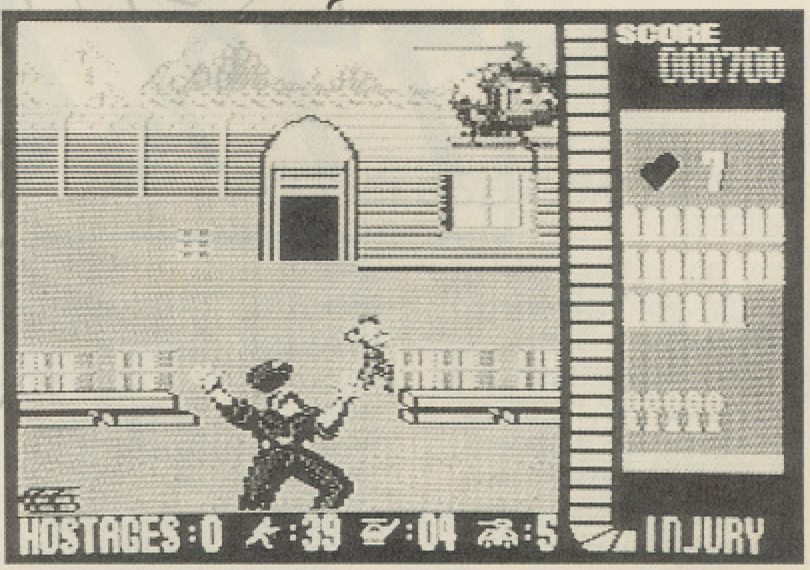


100% Dynamite features four explosive games in one pack, including the high flying After Burner, turbo charged WEC Le Mans and kung-fu action with Double Dragon and Last Ninja II. Two kung-fu games may sound repetitive but they are totally different in style and gameplay. Double Dragon is sideways scrolling action as you systematically beat up a gang that kidnapped your girl, whereas Last Ninja II combines stunning 3D graphics, ancient marshal arts and downtown New York complete with crooks, drugs and corrupt cops.

100% DYNAMITE

82%





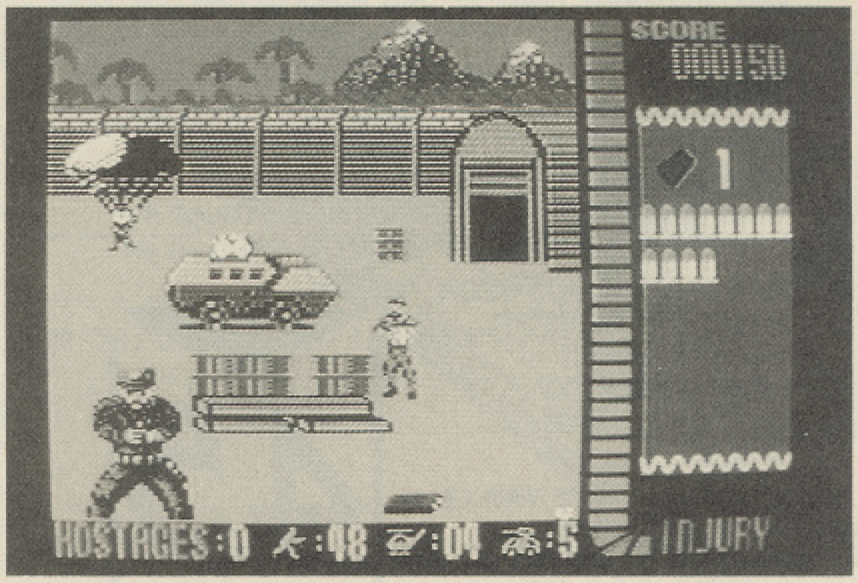
Ocean

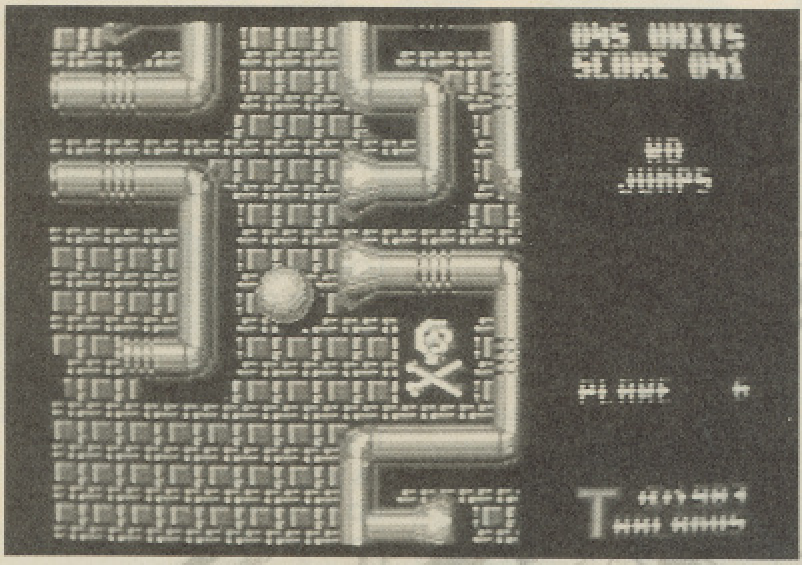
Ocean's success last year surprised everyone, including Ocean itself as first it topped the Christmas chart with Operation Wolf, but replaced that with Robocop, which stayed at the top for 30 odd weeks! That's still selling so you'll have to wait to see that in a compilation, but Operation Wolf heads up Ocean's **Mega Mix.**

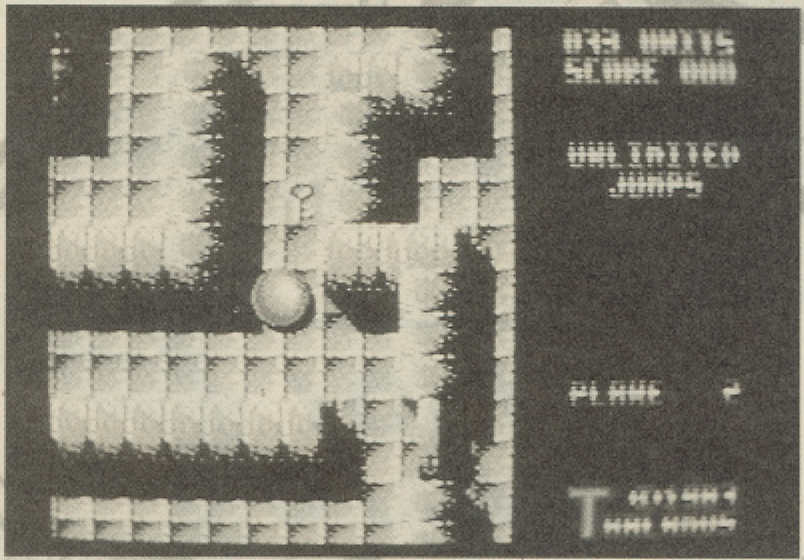
Op Wolf if also my favourite coin-op conversion so look out for this pack. It also boasts beat-em-up action with Barbarian II and Dragon Ninja, as well as the game based on the Real Ghostbusters. What's curious about this is that it's based on the Saturday morning cartoon series and not the Film, so maybe it should be called the Real animated copy Ghostbusters.

MEGA MIX

75%





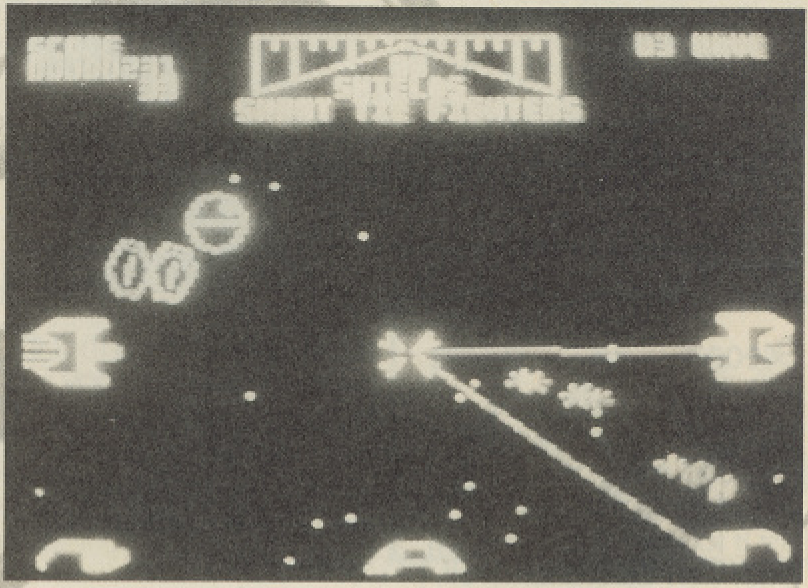


Gremlin Graphics

Gremlin Graphics has built up a reputation for good and original games so its five game **House Mix** compilation is worth a close look. The pick of the pack is undoubtedly Night Raider, pitting you in a duel over the inky black ocean in the dead of the night. You fly a fighter bomber in a mission to destroy the Bismark. That action is ably supported by games like Artura, Technocop, Motor Massacre and Skate Crazy although as a whole, it lacks the punch of some of the big name compilations.

62%





THE HITS

77%

Thalamus

Thalamus is another small software house with a big reputation and has carved its own niche in the 'blast the alien scum' market. While it produces its next game, it has released the software equivalent of its greatest hits album. Titled **The Hits 1986-1988** it offers six games for the price of one, including Sanxion, Delta, Hunter's Moon and Armalyte, which all illustrate the various permutations of blasting aliens, as well as hack and slay action with Hawkeye, and the abstract but excellent Quedex that consists of puzzle after puzzle to torment your reflexes and mangle your mind. This one redefines the word "addictive".

Domark

Here's the ultimate challenge for all aspiring young Jedis, as the **Star Wars Trilogy** crams the coin-op conversion action of Star Wars, the Empire Strikes Back and Return of the Jedi into one box. Now in one evening you can dogfight with Tie Fighters, destroy the Death Star, defeat an army of attacking Imperial Walkers and hurtle through the Ewok's jungle on a jet Speeder.

STAR WARS TRILOGY

45 %

Hewson

Last, but by no means least, is Hewson's **Christmas Collection** that offers six of the best in all out action. Games like Sanxion, Eliminator, Lightforce, Exolon and Cybernoid II need no introduction, but it's the sixth game, Uridium that will steal the show. You may not have heard of this game but you're sure to have played something like it, as it has inspired countless copies that have tried to recreate its graphics and gameplay. Now you can fly over the original metallic landscapes and zap the original waves of aliens while at the same time grab yourself a piece of software history.

Tony Hetherington

90%

LIVERPOOL

THE COMPUTER GAME

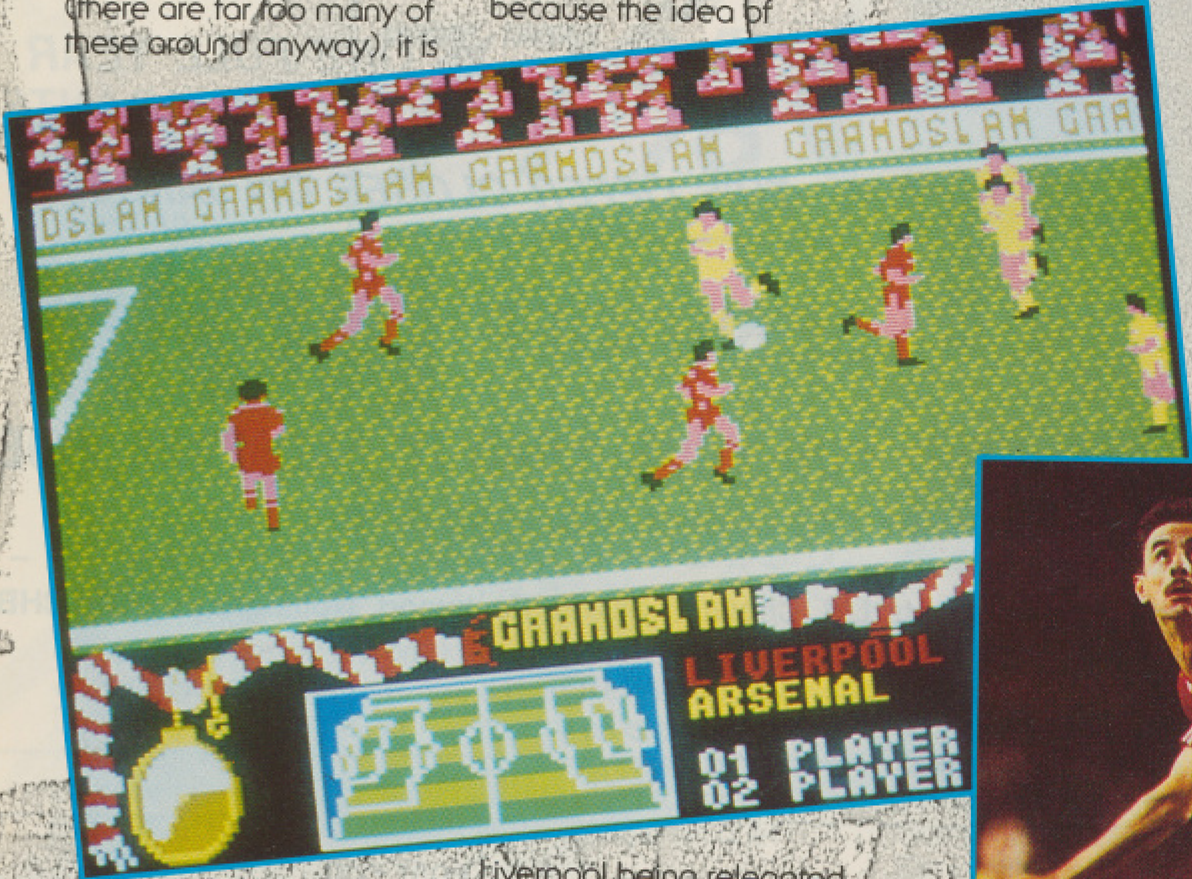
Last month it seemed as if the only games released were car simulations. This month football games are all the rage, and the one thing that this 'un has got over its rivals is the sponsorship of one of the greatest football clubs in the world, Liverpool.

It is not particularly a management game (there are far too many of these around anyway), it is possibly due to the fact that they have created the most playable football sim on the 8-bit since Emlyn Hughes' International Soccer.

There is one complete league in which you compete (as Liverpool football club), plus the FA Cup. The first division consists of 20 teams (the first division being the only one featured, mainly because the idea of

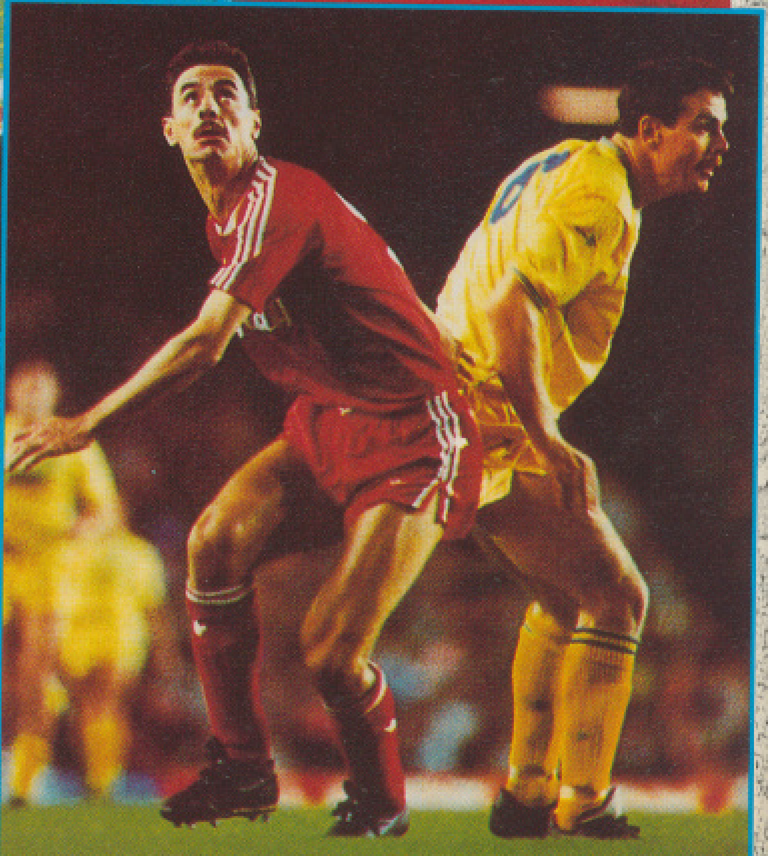


All the teams have differing abilities (as deemed by the programmers) and you will notice that those teams on winning streaks tend to stay that way (although there is an element of luck thrown in for good measure). The players too have their own abilities, and this is portrayed in a rather slick cigarette card way, with



Liverpool being relegated is truly ridiculous), and the FA Cup features all the first division teams, plus some second, third, fourth, and a few Non-League sides thrown in for good measure.

more an attempt to rectify Grandslam's esteem in the football market after the truly abysmal Peter Beardsley game. This it does with gusto, which is



Supplier: Grandslam
Price: £9.99 Tape
£14.99 Disk



YC C64 C128 FUN★1

pictures of all the Liverpool playing staff. Each player, when you are scrolling through them, has a fitness and a form level, plus lots of details about his previous playing career, and the amount of goals he has scored. Players can also be suspended and injured, making them not available for team selection that particular week.

So it comes down to picking the team. Once you have viewed your players, you have the option of choosing the final thirteen for the big match (eleven plus two substitutes). This too is portrayed with cigarette cards, although they have been shrunk to all fit on the screen at once. You select them by choosing the card of the player in each position (if a player plays out of position, their ability will drastically decrease).

And then it is on to the pitch for the real blood and guts action. The action is portrayed in a side-on view (in preference to the top-down one adopted by Kick Off and Microprose Soccer), and this adds a certain depth into the game. Also, instead of having the width of the pitch fit in one screen, Liverpool gives you a feeling that it could be being filmed by a camera crew. The playing area is a small part of the entire ground.

The bottom of the screen shows the time elapsed, the goals (obviously), the teams playing, and the player currently in possession of the ball. Each player is slightly different so you'll get to know all their weaknesses and strengths over the season. There is a referee (although he must be watching from a higher viewpoint, because he's not on the field) and he can book or even send-off a player for a dirty foul (this is where players can get injured too).

Fouls are worked out through the sliding tackle option. If you slide a player from the front, then it's a tackle. A slide from the side has a small percentage chance that the player slid will be fouled. And a slide from behind carries a very large chance that there will be a foul committed.

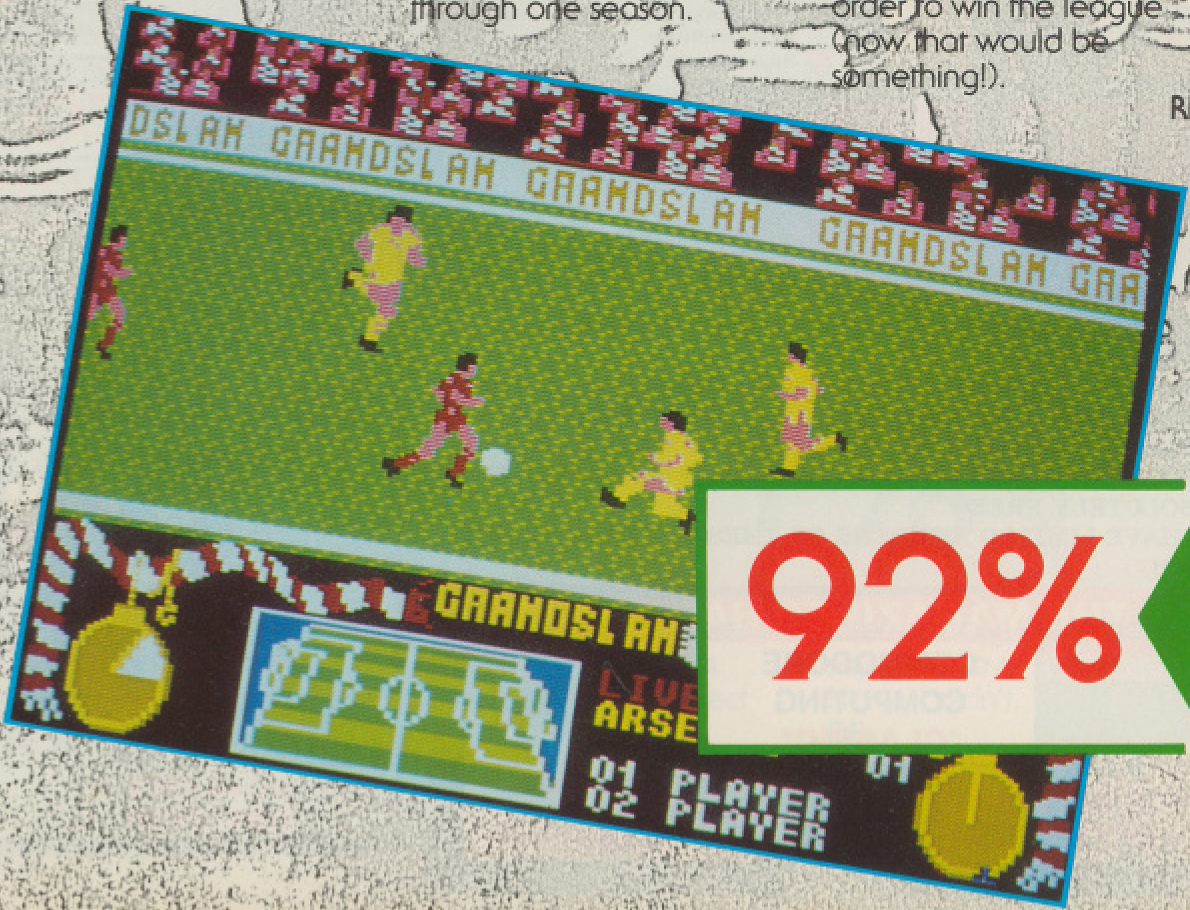
These options add a lot t the longitivity of the game, and I think that it will take a fair while to get through one season.

Another smaller option (one that makes the game that little bit more extra), is a 'highest goalscorer chart' (featuring your own and other team's goalscorers).

The gameplay is great, and very smooth. The graphics are a touch crude, but as good as one could expect unless playability was to suffer. The music ("You'll Never Walk Alone") that plays at the beginning is a great version, and the game is just Liverpool all over.

The club (my team, if you haven't guessed already) should be proud to have its name at the top of this small masterpiece. You never know, you could even score a goal past Arsenal in the last minute of injury time, in the last game, in order to win the league (now that would be something!).

RH



92%

EYE OF HORUS

Supplier: Logotron
Price: £9.99 Tape

A long, long time ago, long before MacDonalds started hacking down rainforests for room to breed cattle for their burgers, long before the Tory Government froze child benefit, thus depriving those in most need of a reasonable level of aid, and long before the oceans became poisoned and the rivers choked with the detrius of industrial production. Long before any of those things, the god Osiris wandered around a lot, being godly. And everything was just chummy because Osiris was the king of Egypt, and his wife Isis was a bit of a sexpot. His brother on the other hand was called Set, and he didn't like it much, mainly because all the children in the city would chase him and call 'Has the jelly...'. So Set became ever more morose and malignent, and connived to usurp his half brother, and take the kingdom, and especially the morally loose Isis, for himself.

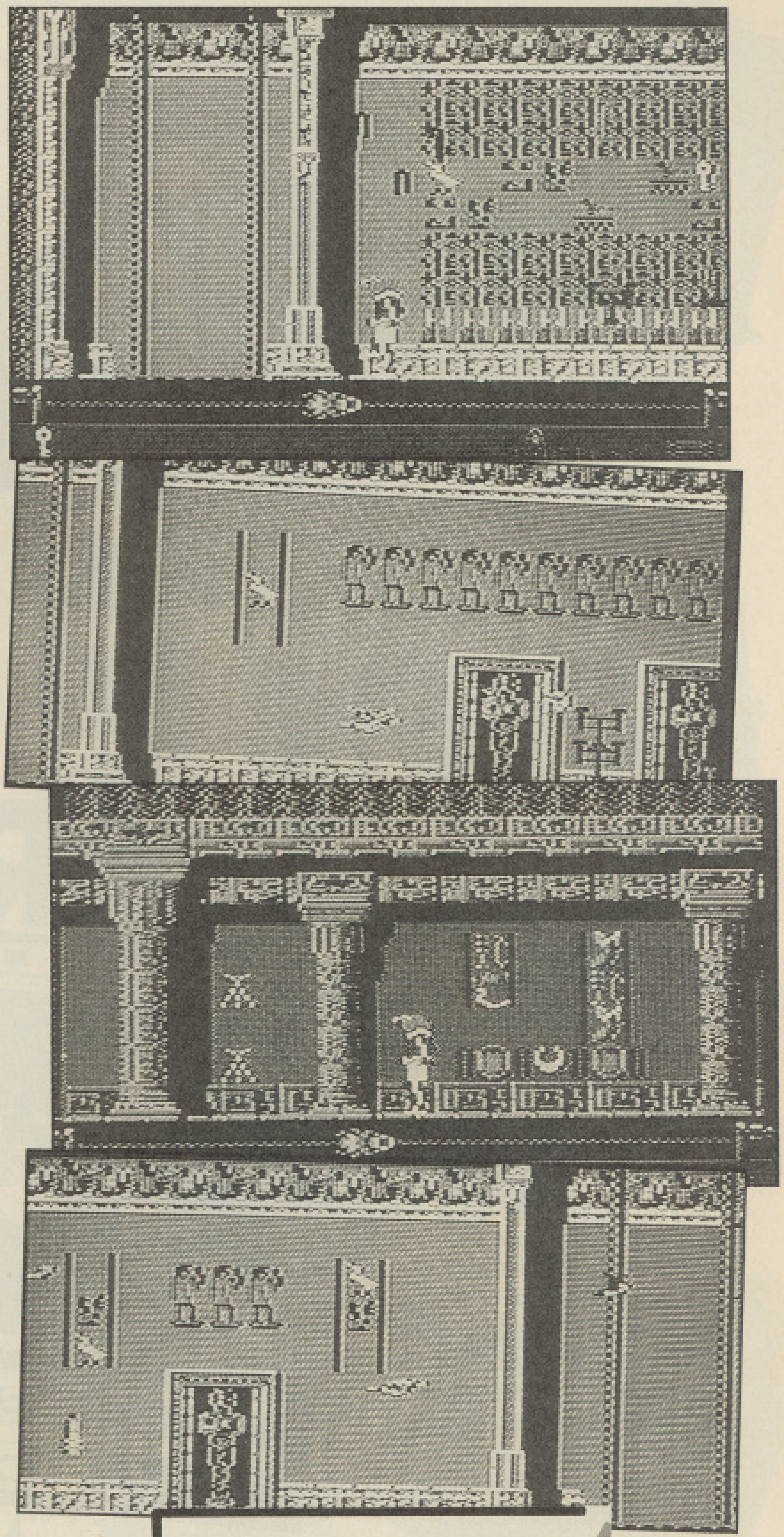
And then the plot dribbled on and on, until even die hard Neighbours fans fell asleep with boredom. Suffice to say, the mission is this. You are the son of Osiris, namely Horus, and you have to find the seven bodily parts of Osiris in the tomb. Also down at the bottom of the tomb (Osiris' as if you need guess) lurks Set, who must be defeated. Along the way the hieroglyphs painted on the walls come to life and seek to remove the life from Horus. Horus naturally can change from a man to a bird at will, and can fire magic bullets at all and sundry.

As well he might, because the buzzing swarms of glyphs rapidly reduce poor Horus' strength. Unfortunately the route to Set and the final confrontation is not straightforward. There are lifts and numerous levels. The lifts require keys or may not work, so aswell as scrabbling around trying to reconstitute Osiris, which gives you the strength necessary to defeat Set, there are the colour keys and the amulets to collect.

Ah, no one said anything about amulets when you offered to take the job on did they? Well the amulets bestow mystic powers, like automatic mapping, shielding, balls of dung, strength resoration, and the power to destroy everything on the screen.

There are lots of amulets in fact, which is a good idea because the game isn't particularly easy. The graphics for the tombs and chambers are reasonably good, but with simple sideways scrolling and a flat playing area, Eye of Horus look distinctly inferior to that other Egyptian game, Entombed. Yes, those who can remember that far back will doubtless recall that the Ultimate game was in a isometric 3-D, and sported excellent graphics. It also had very good gameplay and some intriguing puzzles. Horus is far cruder in operation, and lacks that other game's subtleties.

However, if you like Egyptian flavoured games, and tricky arcade adventures with endless attack waves of sprites slowing down the object collection side interminably, then I dare say you'll love Eye of Horus. I didn't.
DE



71%

BARGAIN BUCKET

ELVEN WARRIOR

Supplier: Players
Price: £2.99

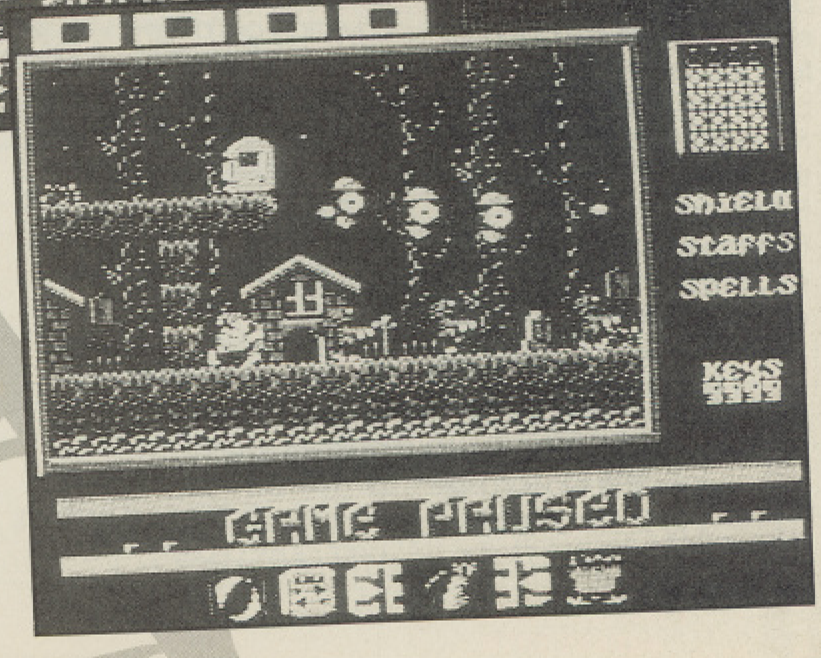
I normally don't like playing games with a poncy little fairyfolk in the title. This proves no exception. It's pretty much poo.

You are an Elf, one of a race of pointly eared gits, and you must defeat a witch who has upset the land and turned the sky grey and the grass polkadot (I made that bit up, did you notice?). To do so you must perform a sort of jumbled up platforms and ladders style of arcade adventure that has as much going for it as a green doughnut full of sour cream and mosquito larvae.

The graphics are not THAT bad, you just can't make out what is what, and to be honest, it only spent a short while on my computer, due to the fact that I might have contracted a migraine.
RH

32%



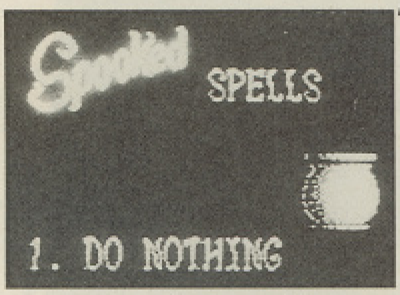


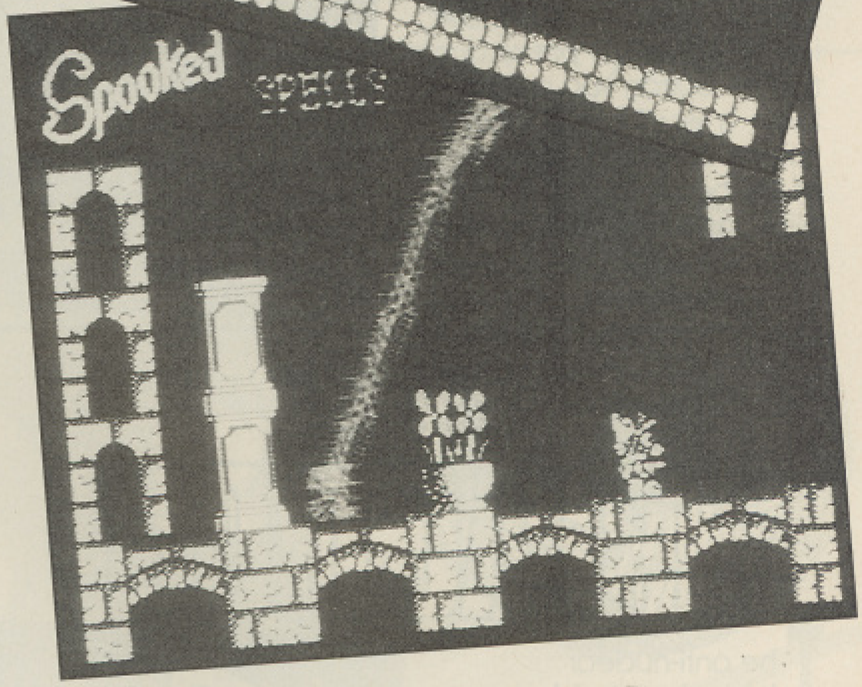
SPOOKED

Supplier: Players
Price: £2.99



81%





What is it that makes a budget game a good one? I certainly don't know. Spooked has awful graphics, terrible sprite detection and really cruddy music, yet its playability makes it a game that I can play for hours on end.

You are a small magic-using sprite, who must play with a Spooky Old Man (surely there's a law against this). The game he wishes to participate in his hangman, but with a twist (no long, brown overcoats here).

You must travel far and wide collecting ingredients for letter spells (each spell allowing you one crack at the hangman solution). The only problem is that the ingredients jump around and generally try to avoid you. There are other spells to be collected, each of which have a different function, mainly to enable you to avoid the Spooky Old Man's ghoulies (stop that sniggering at the back!).

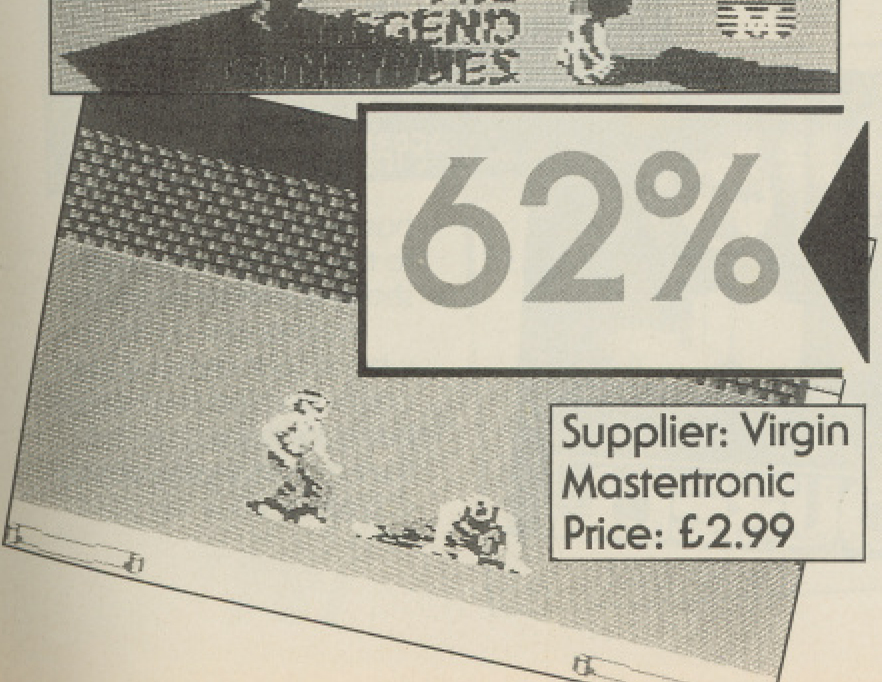
Not a bad little jobbie that is certainly worth the asking price, but no more.

RH

FIST II



62%



Supplier: Virgin Mastertronic
Price: £2.99

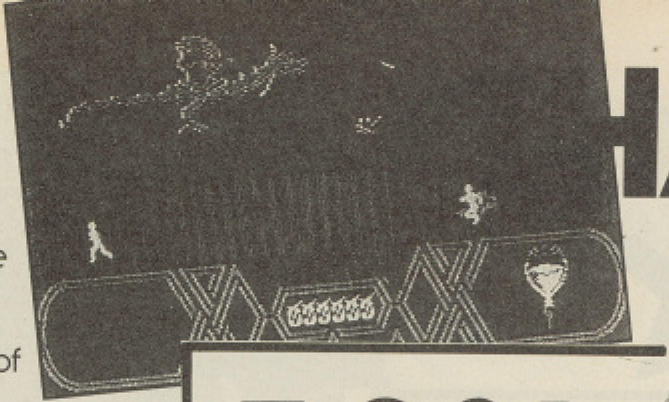
As a dead 'ard boot and fist merchant, the task of collecting the lost scrolls falls upon your broad shoulders. Why somebody could not have lost the scroll in the cupboard under the stairs is one of fate's little quirks and a subject worthy of deep meditation, but such is life. As a by-product of all this scroll collecting, an evil warlord will fall and he is not overjoyed at this prospect. As a result this less than happy warlord has sent out a few of his minions to beat the living daylights out of you. This being detrimental to your quest you feel obliged to hit them back, so the battle commences.

As you wander along the scrolling landscape, up ladders and through caves, battling these minions, you must also watch out for temples that contain scrolls and restore your vitality. Fighting humans is not your only problem as the local canine population joins the scrap.

This was a revolutionary game in its time and it still delivers the action, but be prepared for a little mapping as well.

AP

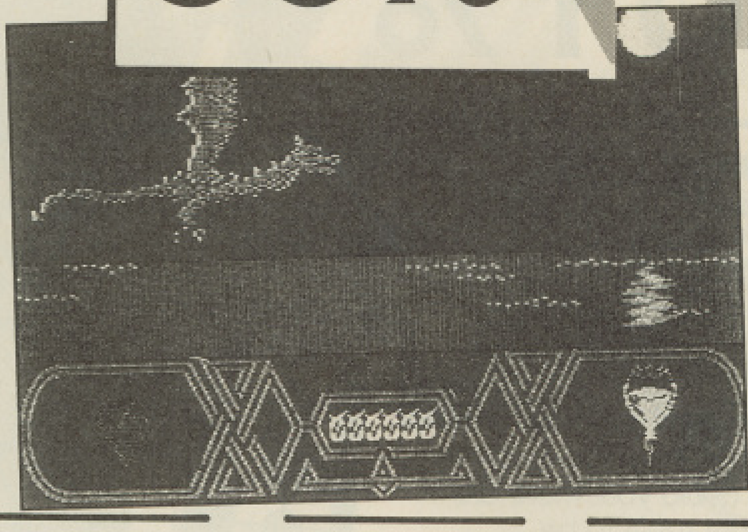
THANATOS



You know times are bad when a fair maiden teams up with a dragon to save the land. As in all quests an element of danger is involved. The reputation of the dragon doesn't help, as the local population is apt to shoot first and ask questions later. As this is an important task, the dragon does not hesitate to flame the odd hostile civilian in its quest.

As it flies over the land grabbing and dropping the odd person, archers line up to fire. By pressing the fire button you can set loose a jet of flame, which can be directed with a tilt of the head. This eliminates most obstacles such as the men, birds and spiders, but when it comes to the rock falls, only smart manoeuvring does the trick.

58%



Supplier: Encore
Price: £2.99

Upon reaching the castle you pick up your ride and, if your flame levels are low, you gobble the odd witch. After a few more diving and flaming raids you arrive at the second castle where the spell book is stored. Once victories have been achieved you reach the final castle with the cauldron wherein the spell is cast and the land saved.

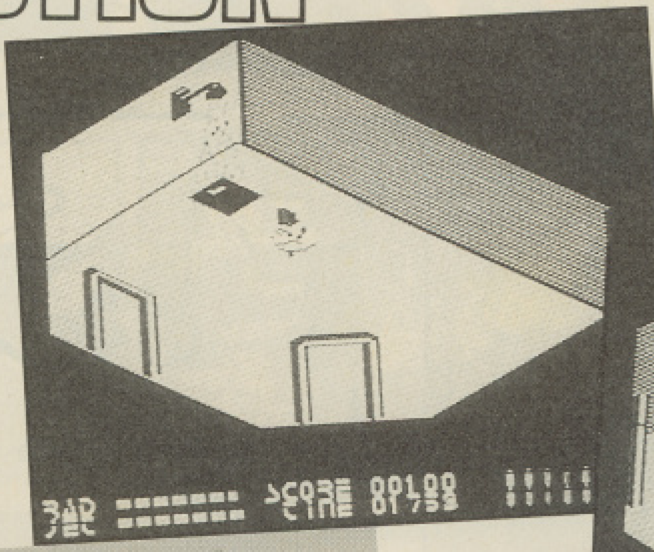
The game is a little slow but the size of the dragon sprite and its destructive capabilities make this a good blast in a quiet moment.

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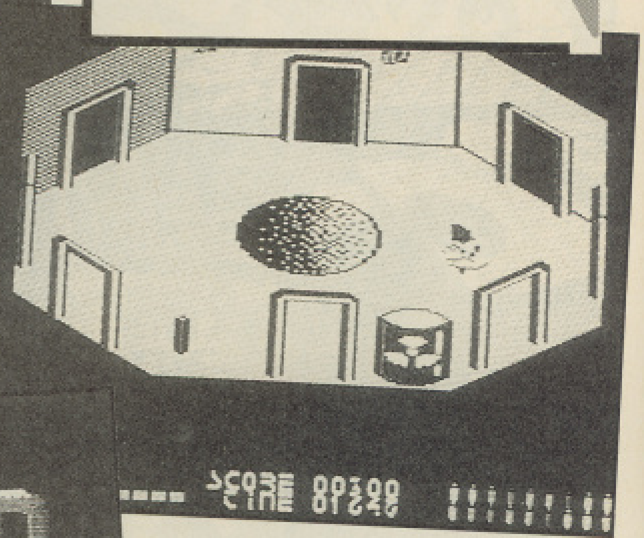
CHAIN REACTION

The anti-nuclear lobby has decided actions speak louder than words. As a result of their tampering the station is at risk and it falls to you to save the day. The radioactive fuel rods have been scattered around all seven floors of the station and the only way to stabilise the station is to collect the rods and deposit them back in the reactor.

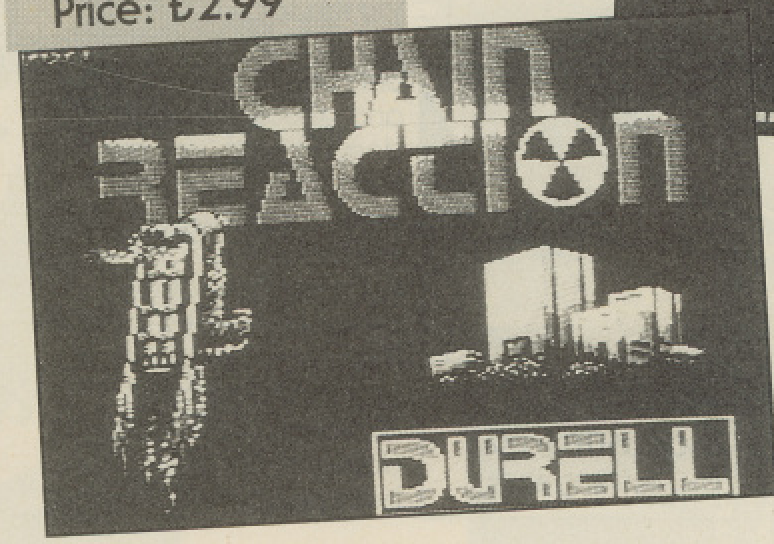
Armed only with an armour piercing machine gun and a radiation suit, you set forth. The first obstacle to avoid is the large hole in the centre of the room. This hole leads directly to the reactor and it is where you place the fuel rods and not yourself. Wandering from room to room collecting rods and blasting droids on the first level is a mere warm-up for the trickier patches ahead. On higher levels the floor is littered with holes and one false step can see you plummeting several floors to a safe landing - you do have a jet pack. There are only three ways to die. One is to run out of time, the other is to receive an excessive dose of rads, and the final one is to do a nose dive into the reactor core - messy. To reduce the dose your character has received, a quick visit to the decontamination showers is recommended.



42%



Supplier: Encore
Price: £2.99



Ideal game for those who do not demand fast action and loads of colours but quite happily spend their day mapping obscure complexes.

AP

FOOTBALLER OF THE YEAR

85%

YC C64 C128 FUN ✱ 1

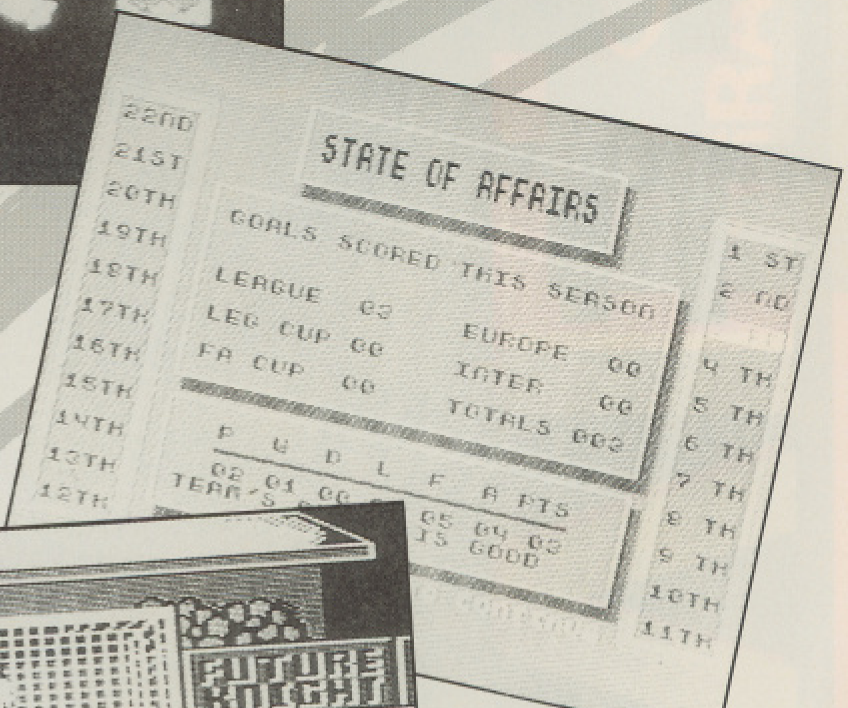
Supplier: Kixx
Price: £2.99

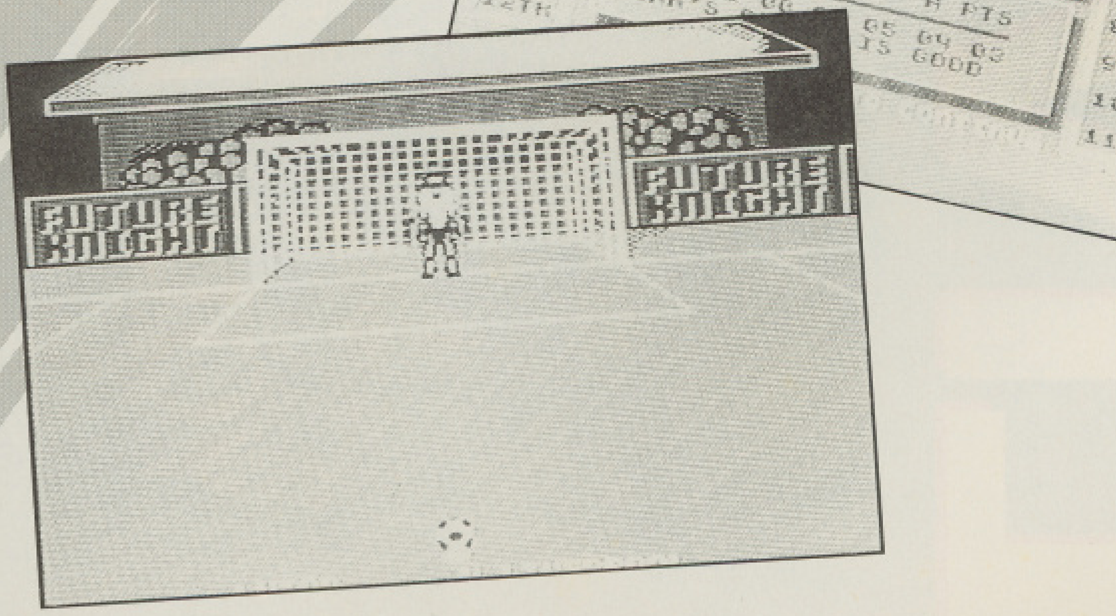




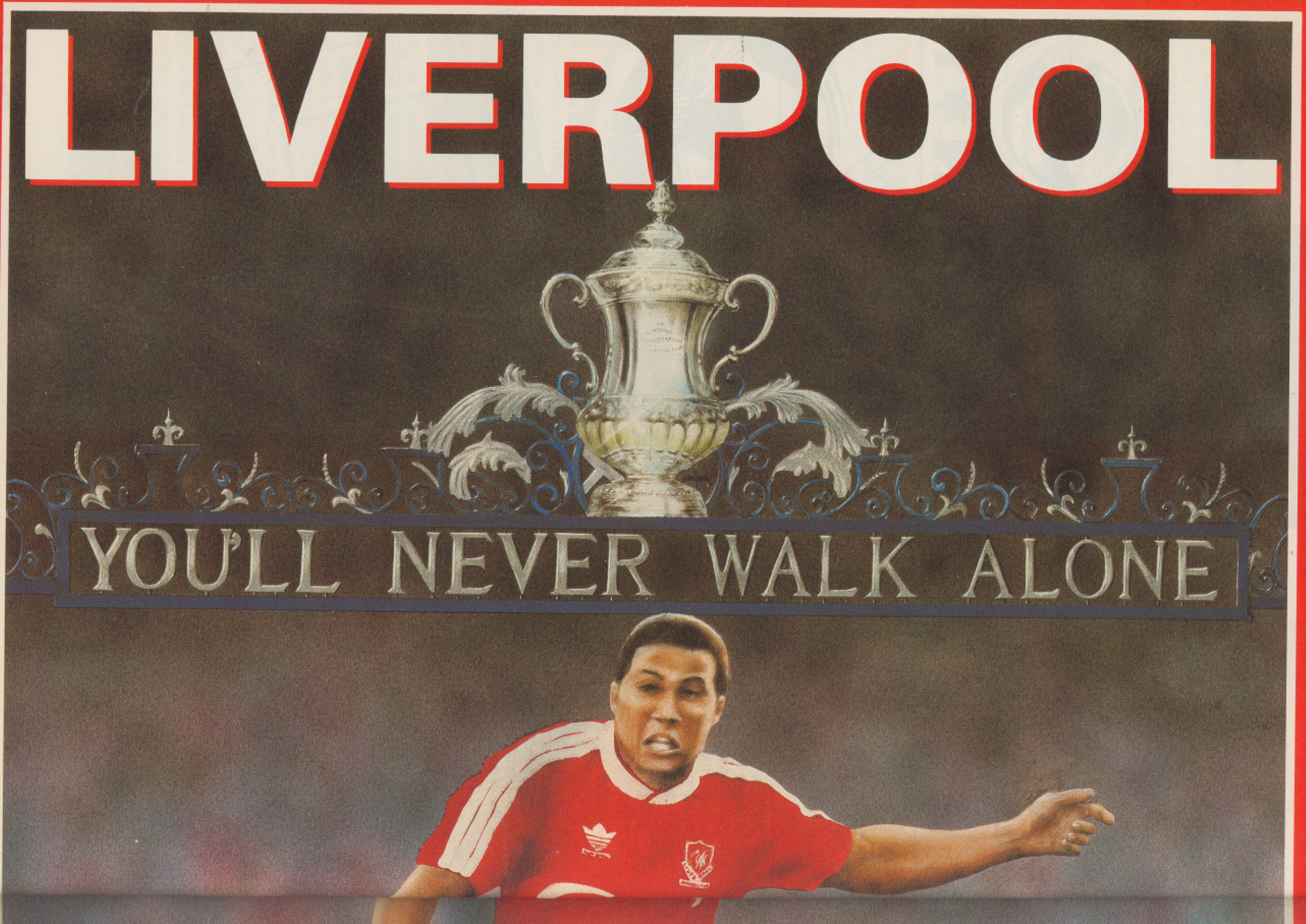
Apt timing for US Gold (owner of budget label Kixx) as the sequel to this game, that has certainly done the rounds, has now been released (see review elsewhere). Although the sequel is far superior in every way, and is now one of my faves of the year, this version is far from bad.

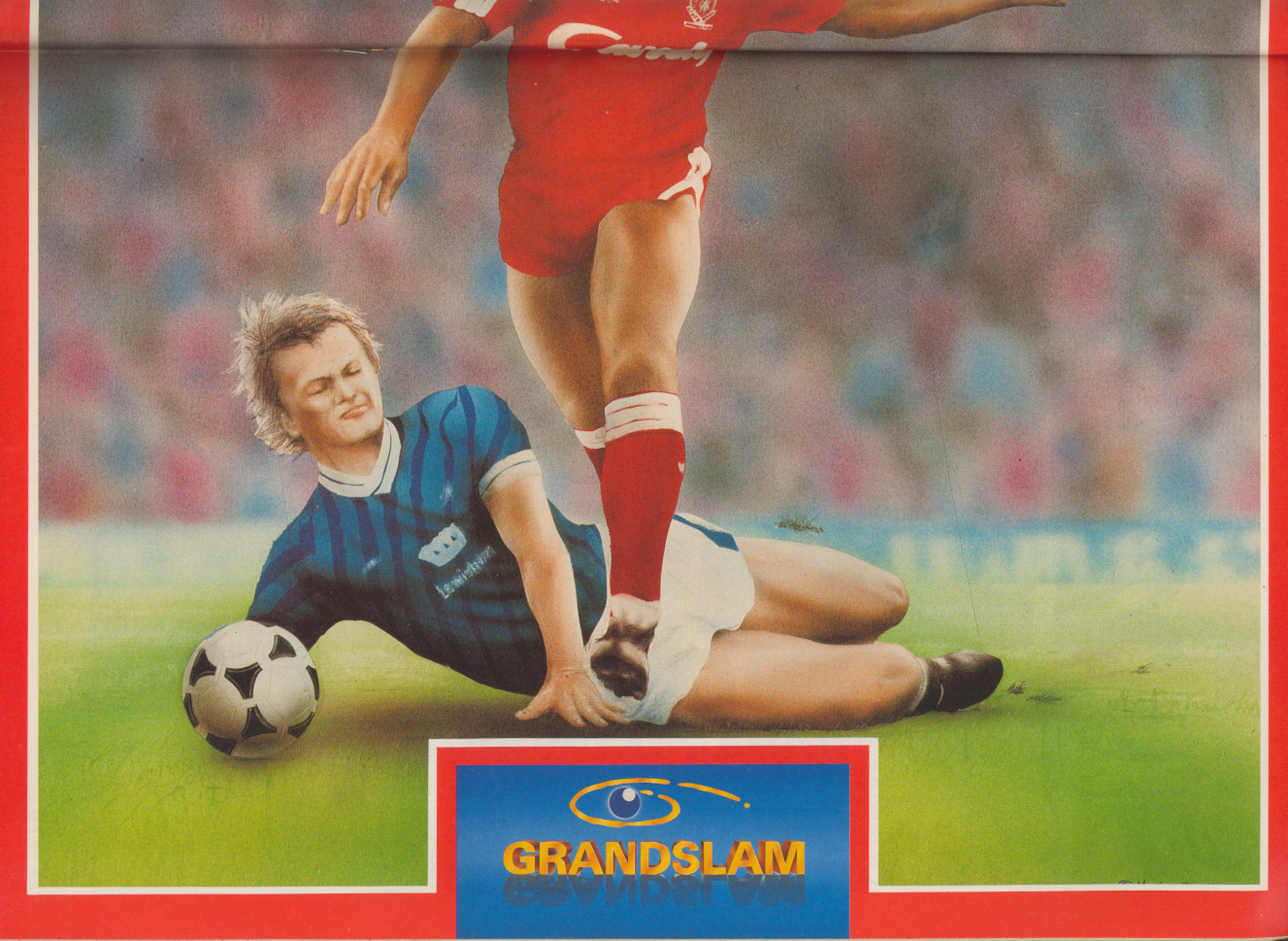
You are an aspiring footballer, who has the ambition of becoming Footballer of the Year. To do so you must score goals, in a fairly easy arcade sequence. To get a chance of scoring a goal in a game, you must allocate a goal card to it, allowing you one, two or three opportunities. Other options in this icon driven strategy game allow you to buy a chance card, buy a transfer card, and see all your attributes for the season.





The game has a few small bugs, and the arcade sequence is more a question of luck than anything else, but it's a fun game nontheless, although my advice would be to save up for Footballer of the Year 2.
RH


LIVERPOOL
YOU'LL NEVER WALK ALONE


Candy
GRANDSLAM

DRAGON



Supplier: Electronic Arts
Price: £18.99 Disk

Few hearty adventurers will have failed to hear the legend of Interplay. This strange and mystic isle produces role-playing classic upon classic and their latest exploit into the realms of fantasy stands proud in this honoured tradition.

Two of my all time favourite role-playing games are The Bards Tale and Wasteland, both are Interplay creations and both influences show heavily in Dragon Wars. As a band of questing heroes on a watery planet the far side of nowhere, the last thing you expected was to be found wandering the slums of Purgatory naked. This down surge of luck leads to an inevitable adventure and a tale of blood thirsty revenge.

The game is similar to The Bard's Tale but the advanced features found in Wasteland have been added to produce a masterpiece. The playing area is split into three areas, one displays the party view, another the party statistics, and the third comments on your surroundings. The main improvements over The Bard's Tale is a larger view area, a book of paragraphs for atmosphere, the use of character skills, and an auto map function which produces a map of your progress (this is a big plus).

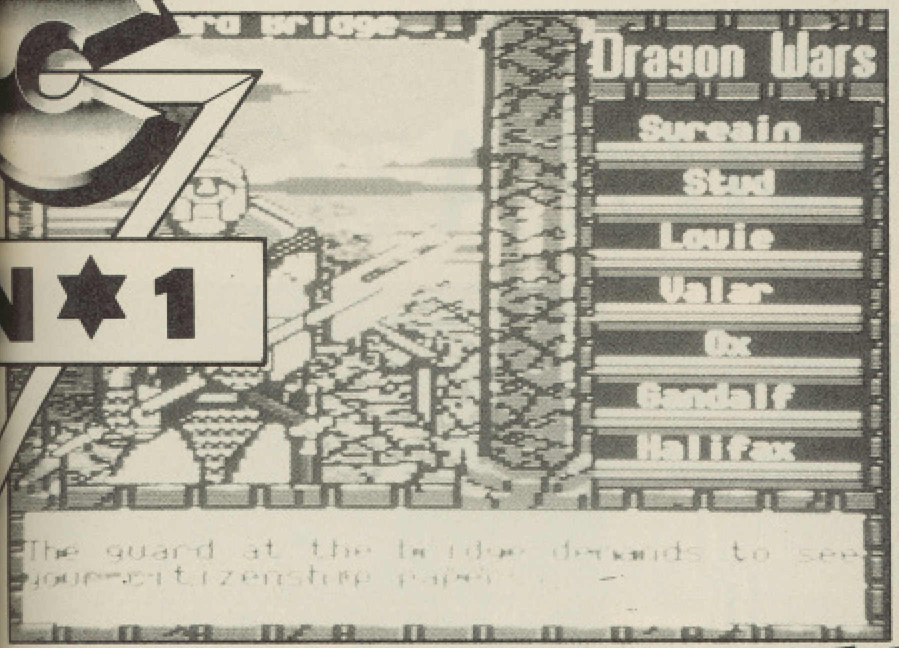


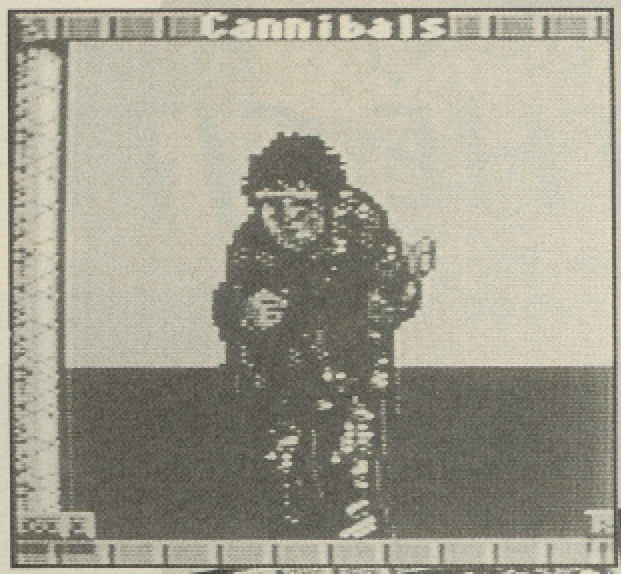
As in all mystic worlds the arcane arts prove both a benefit and a bane. Nothing is more gratifying than blasting a bunch of low level monsters with a flick of a wrist, and nothing is more soul destroying than a low level party falling foul of a mad mage. The spells are split into five classes; low magic, high magic, druid magic, sun magic and miscellaneous magic. Each class has its own speciality, but most cover the basic arts of healing and self protection (by blowing the head off your opponent).

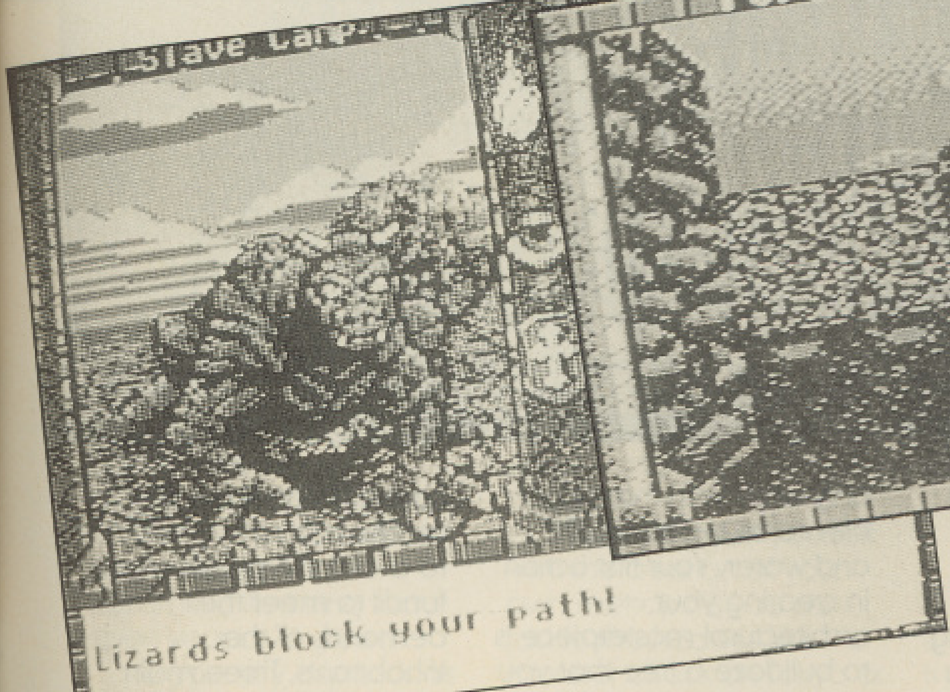
Life in the slums of Purgatory has its ups and downs (mostly downs) and being trapped there without resource does not increase your chances of survival. Wandering the twisting alley-ways of the slum unarmed is a great way to meet the seedier elements of the population. The cannibals and street scum not only have no sense of dress but their attitude towards your

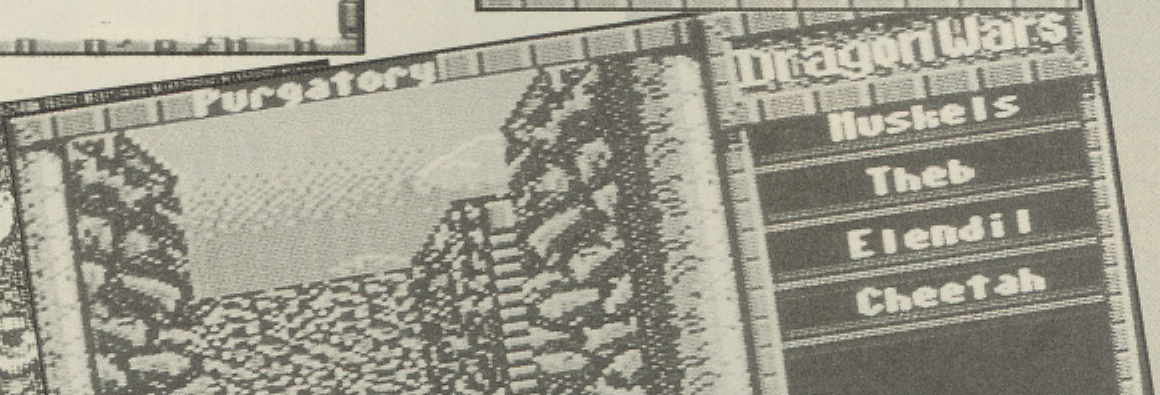
WARS

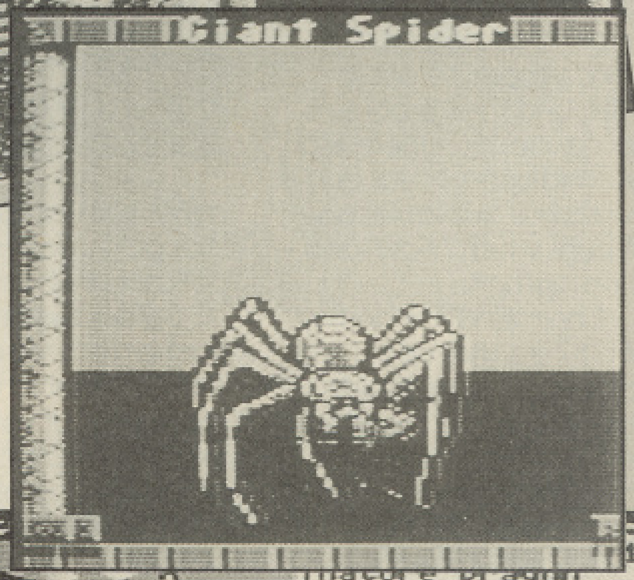
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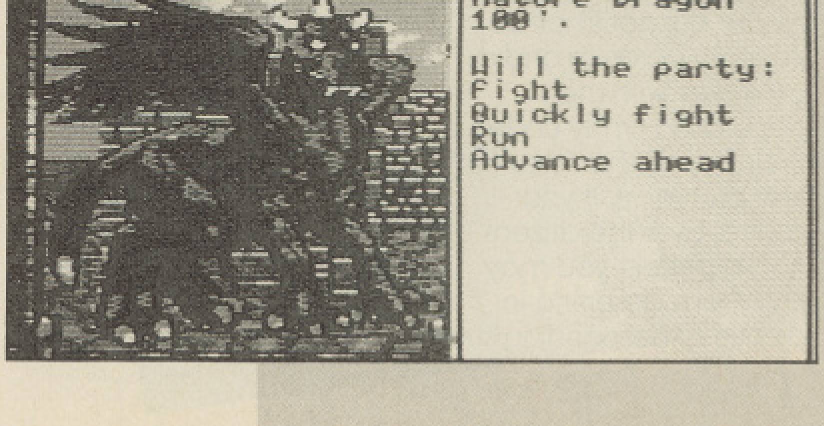












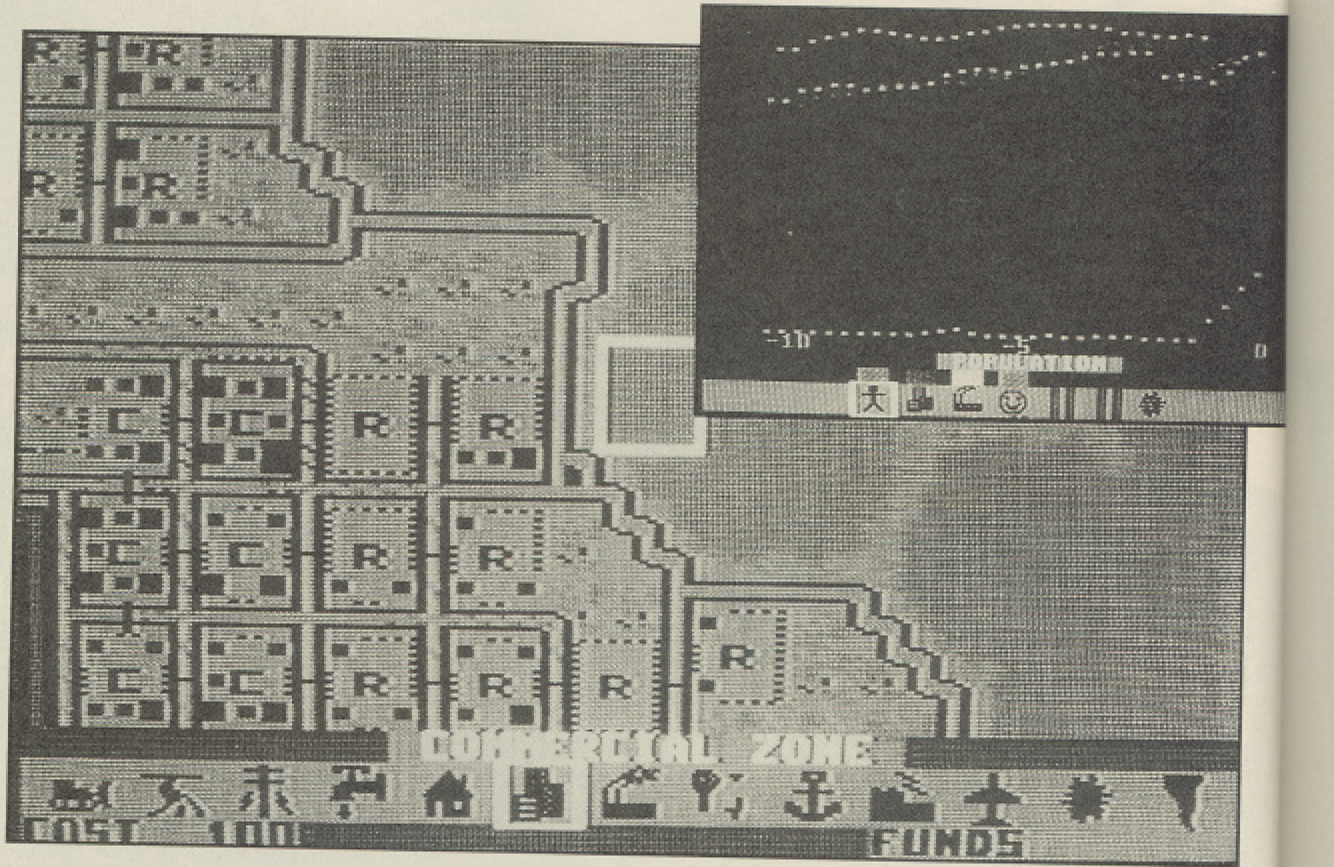
well being is decidedly unsavoury. A quick way to arm your party is to seek out the arena, where the spectators will equip your party in order to watch the gladiators beat the living daylights out of them. Fortunately the arena encounter is not fatal so you walk away with the weapons but a little less pride. To beef up your party you can add three non-player characters (either encountered on the streets or summoned by your arcane arts).

This has to be the best in a long line of classics and the ability to transfer The Bard's Tale characters to this game ensures dedicated follows of Interplay products are duly awarded. AP

SIM CITY

THE CITY SIMULATOR

Supplier: Infogrames
Price: £19.99 Disk



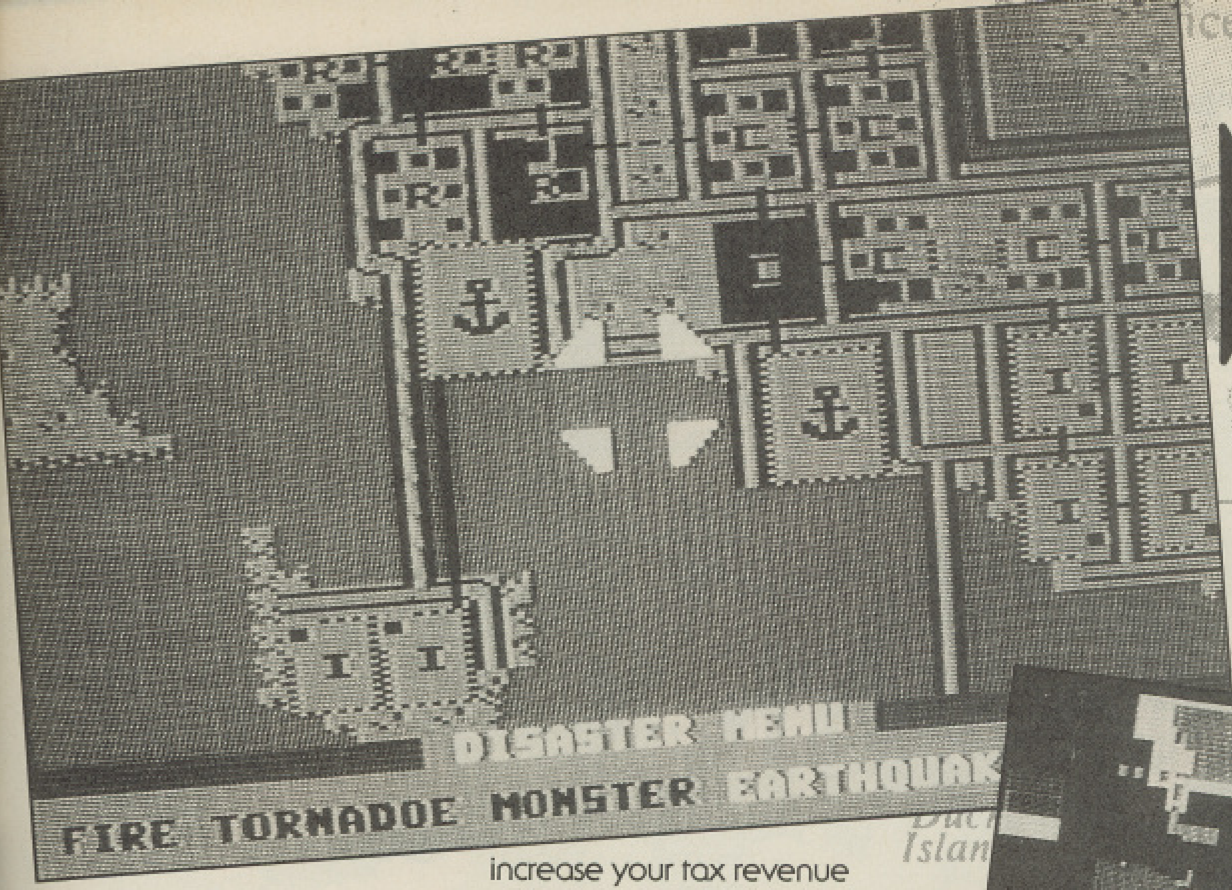
A week may be a long time in politics but in city management it is a mere twinkling of the eye. The short term wants and needs of a population take a back seat as you plan for a brighter future, but ignore the people completely and you will find yourself out on your ear.

Sim City is more than just a strategy game. You can create your dream city or tackle some of the world's more notorious cities, and their problems. For city creation there is a full landscape editor and if the cash is available, a set of icons which allow land development.

Controlling the destiny of a future metropolis is not without its ups and downs, the odd monster attack, earthquake and nose diving planes all add up to the fun. All these everyday occurrences hinder but not impede your city's growth and a controller with the population firmly under their thumb should suffer few problems. If your control over the citizens is not so perfect you may find them deserting in droves or demanding such minor luxuries as airports, shopping centres and pollution free air.

Before tackling the harsher realities of the big cities it is best to create a metropolis of your own, that way you hit the problems one at a time and not head on like a herd of stampeding elephants. Before getting down to the nitty gritty of construction you must select your building site. If the computer does not generate a landscape to your liking you can use the landscape editor to create your own. Landscape creation is easy as you can only work with three elements, wood, earth and water. Your first action in creating your architectural masterpiece is to bulldoze a tree that you spent to much time planting to create a space for building. Your choice of construction depends upon the needs of the people and the cash available. The only way to accumulate cash is through taxation and it is only by spending money to increase your population that you can increase your revenue to the amount needed for a metropolis. As you can see a certain contradiction is created, as careful planning is needed to avoid the pitfalls of no funds to meet the demands of the inhabitants. Three main types of building make the foundations of your city: commercial, residential and industrial.

The residential plots are developed by inhabitants for accommodation and the commercial and industrial provide revenue and jobs. If a balance is achieved between these three forces your creation stands a good chance of survival. Unfortunately the people in this simulation,



64%

as in real life, are a little more fickle. An extensive and expensive road network must be bult to service both residential and industrial complexes. This brings traffic jams and road pollution. Pollution has an adverse effect on residential areas so this is best kept to a minimum by avoiding traffic congestion and siting the industrial base of your city away from the residential areas.

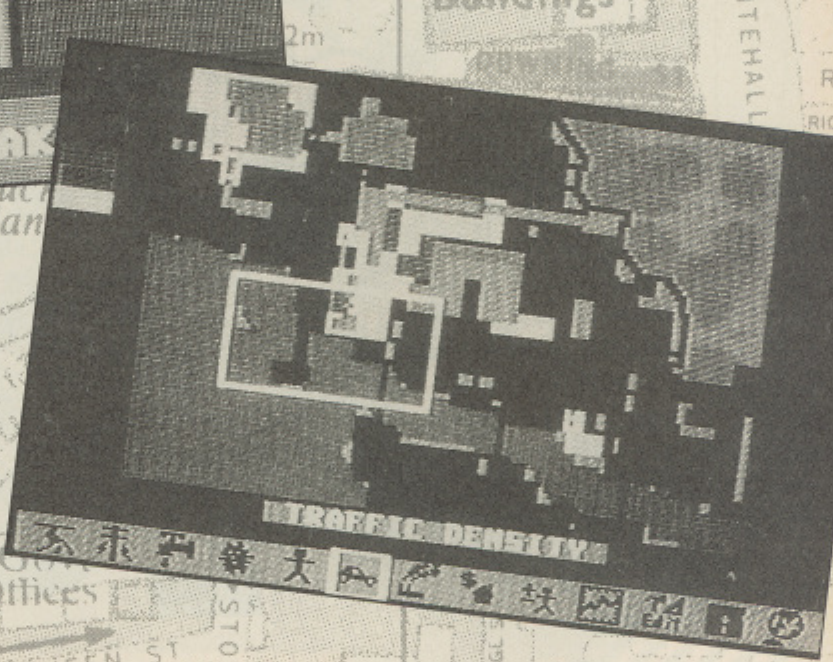
The one essential and prohibitively expensive additions to your city are the power stations. These are limited in capacity and must be connected via power lines to every consumer. A city can not function without power, so the power stations become a liminting factor upon your city's growth.

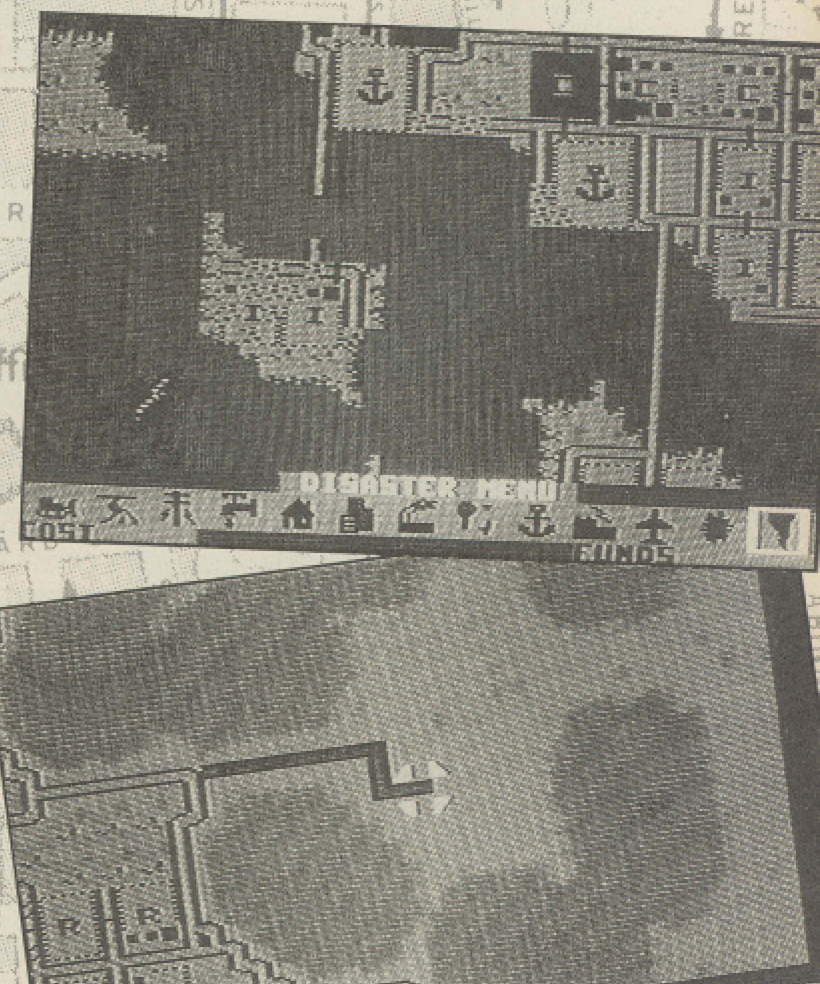
As your city expands, its needs increase and just when you thought you had everything under control, the citizens demand something. Industry is likely to demand a sea port to improve its efficiency and the forces of commerce will demand an airport. Both of these constructions place a heavy strain on your resources but without them your city will not progress.

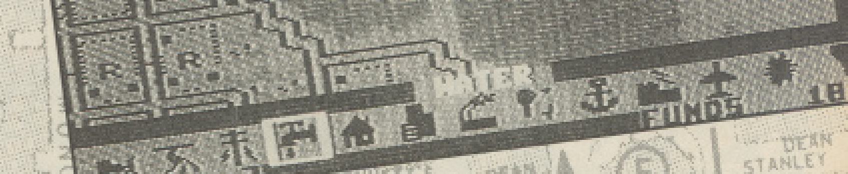
The only way to increase your tax revenue without expanding your city is to increase the value of the land. By consulting the various maps and graphs you can determine the location of detrimental factors and eliminate them. Another method of increasing land value is to place parks and waterways near your buildings. With increased revenue and the population sated you can at long last sit back and watch your city at play before sending a few disasters its way. You can heat up the action by starting fires or bring the house down with an earthquake, but for the conniosseur you can select an air crash or the monster attack.

Having proved yourself with the creation of your own metropolis you can tackle the heavies like the monster attack on Tokyo or the earthquake in San Francisco.

For the tactically minded, this game provides unhitherto reached delights, but the blocky graphics and the options excluded in conversion from the sixteen bit machines take the edge off, producing yet another game which could have been, but falied to make the grade.
AP





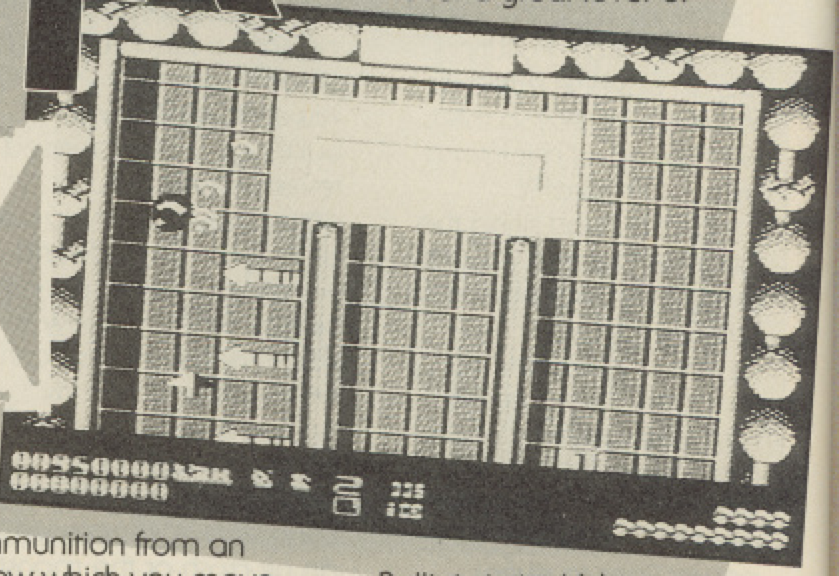




BALLISTIX

Supplier: Psygnosis
Price: £12.99
Disk, £9.99 Tape

62%



If you remember that old Christmas favourite, Crossfire - the game that kids up and down the country got excited about on December 25th (I certainly did) - then you'll recognise the basis behind Ballistix.

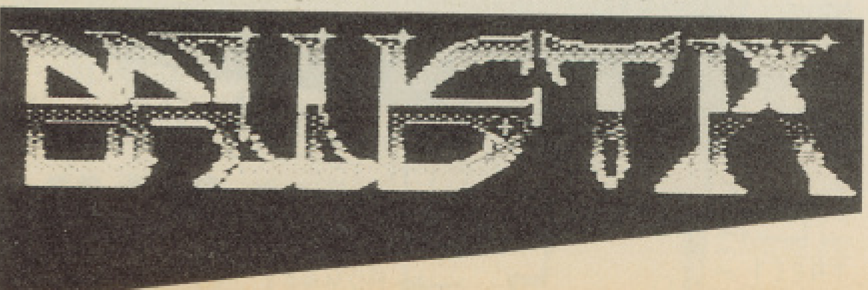
Crossfire consisted of two ball-bearing firing guns situated at two ends of an enclosed board. On the board were strange markings, and the idea was for two players to fire their bearings (hands up all those who thought I was going to say balls!) at a larger puck. The winner would be the one that could shoot the puck across the opponent's goal line the most times.

Ballistix owes nearly everything to this game. This time we are whisked into the future when a new blood sport has arrived. It is a game where a ball is jetisoned onto a pitch with two goals (one at either end), and players must fire a collection of metal balls at it in order to propel it in the direction they want (into their foe's goal). One problem exists though, some arenas have properties that exist to add a bit of spice into the proceedings.

There are also icons scattered around the pitch, each of which have a different ability (mainly involving the way the main ball acts). You can either shoot your ammunition from an arrow which you move around, or from just behind your goal (like Crossfire).

This all applies to the two player game, but when you are in one player mode, it is almost a totally different game. This time only one person can fire ball-bearings, the opposition is gravity. It is as if the area has been tilted at a steep angle, thus making the ball plummett towards your goal at every opportunity. You must shoot it into the goal at the top of the screen - a weird version of the game but one that I found completely boring after a few short plays.

I must admit that I was never a great lover of Ballistix in its 16-bit carnations. My mind has certainly not changed now. To be fair though, the C64 version is as good as the Amiga one, and the graphics are incredibly well done. The gameplay is just the same and I think this is its downfall. Where Crossfire had its "finger on the trigger" eye to eye contact, Ballistix has not, and isn't as furious as the game on which it was based. If you are looking for game of the future with great graphics, plump for Speedball, it's a lot faster and possibly more fun to play.
RH



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ARVI

BLUE ANGEL

Supplier: Magic Bytes/Gremlin
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No, not the film from the 1930s starring Marlene Detreich, but a far more recent game, overlayed on piccies of female robots. Yes, I know that a robot is metal and wires, but these robots have plumpies. Basically the object of the game is to undress lots of young robot women, while playing a game originally called Concentration. As these robots are rust free they obviously aren't very old, so does that make this game some bizarre form of paedophillia?

The screen containing the picture of the robotic smut is covered by a network of squares, each containing a positive or negative number. Either playing against a friend, or the computer, the object is to move onto the positive squares, and force your opponent onto the negative ones. The numbers range from -11 to +ll, and one player can only move horizontally, while the other can only select from squares on a vertical. With the position marker starting in the middle, the objective is to finish with more points when all the tiles have been used up, or if there is nowhere else on the current line for a player to move to. Thus if you are leading, rather than hope to finish ahead at the end, try to trap the opposing player in a dead end.

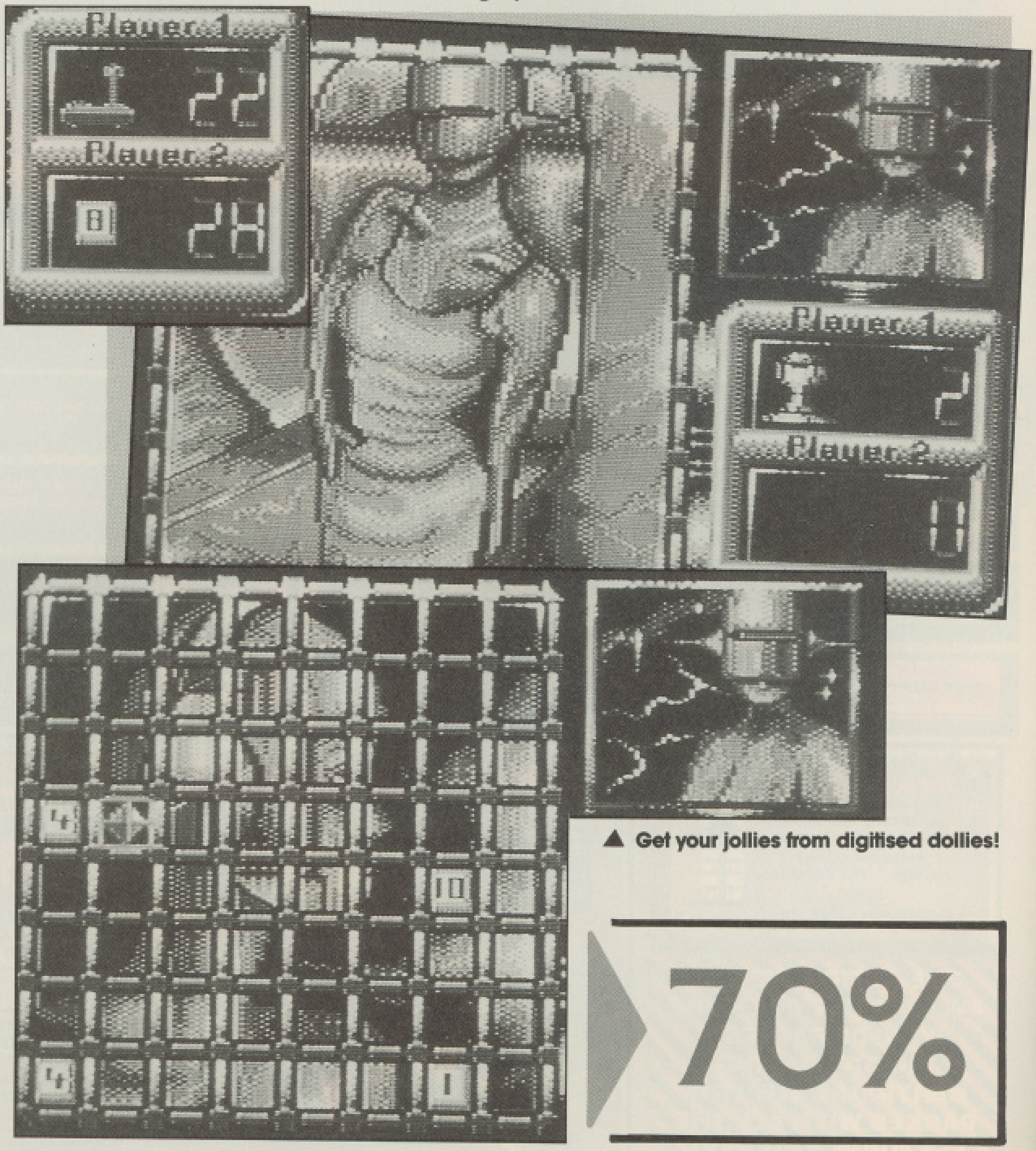
There are numerous options, all of which add very little to the actual gameplay, and cover the amount of time to make your move, the skill setting of the computer player, whether you want music or sound effects or a combination thereof, and finally, whether you want the squares to have only their numbers showing, not whether they are positive or negative. Obviously this latter option makes the game a matter of luck.

To progress to more risque piccies, you must continue to play with all the settings the same, but even if you set the skill level to easy, it rapidly moves up to difficult after a few games. Having said that, I have a version of Concentration on the Mac, which would beat the pants off this game. I can beat the computer four tomes out of five on difficult level, which rather shows that the game is secondary to the quest to see more and more of the robot pictures. Getting through to see them all will take a great deal of concentration and time, probably to such an extent that you'll be bored witless by the end.

The actual pictures of the robots are really nothing more than metallic versions of page three girls, but hardly as pretty. With chunky low resolution graphics, and varying shades of blue for the robots, even the dirty raincoat brigade are unlikely to feel stirrings in the cod region.

As a game, Blue Angel works reasonably well, and the player options make life interesting for a while, but let's face it, with a tacky underbelly, the program is aimed fairly and squarely at sweaty palms rather than competitive minds.

DE



▲ **Get your jollies from digitised dollies!**

70%







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packet

If there is one thing which has put a potential comms user off, it's the thought of the huge figure that'll be at the bottom of the next telephone bill. Those who don't think about the money often come unstuck when the bill lands with a thud on the hall carpet.

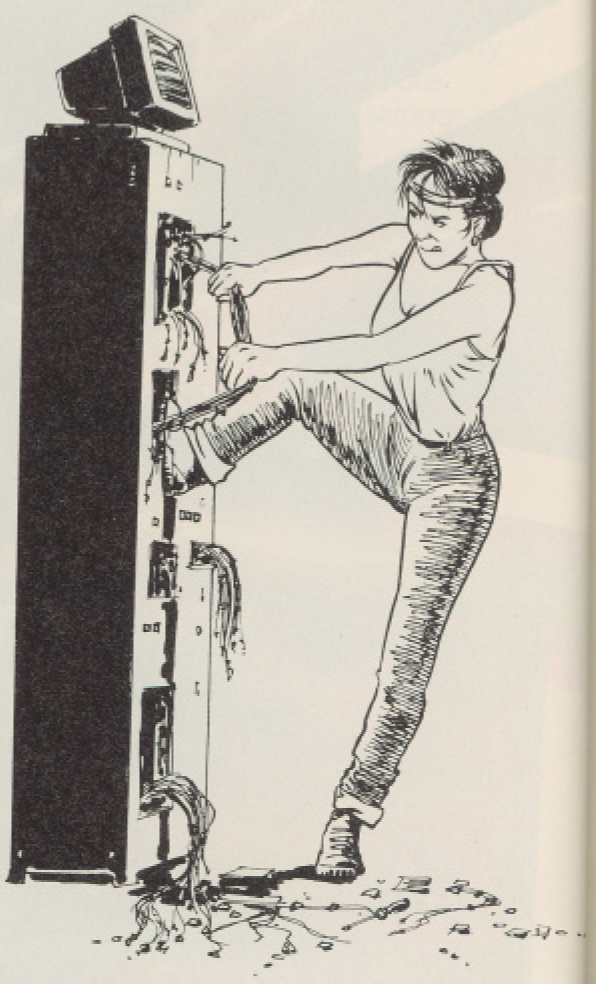
The initial outlay for computer communications equipment is not too much, all you really need is an appropriate modem and some communications software. But then you do have to pay the phone bill every quarter. There are two ways around enduring the cost of owning and using a modem, the first, owning and operating a black box - a device which connects to the phone line and provides free telephone calls - is illegal. The second is an alternative to using the telephone altogether. Interested?

The second method of avoiding the red letter from BT requires more money to set up, although the running costs are nil. The method of which I speak is radio.

Today, there are millions of ham radio fanatics all over the world. New users are transmitting every day and you don't need to be an intellectual to be able to use it. Remember Tony Hancock's "Half Hour?".

Many of the new users are not the chatty sort though. Lots of them are simply transmitting and receiving data from computer to computer. The system is not new, in fact it is about 10 years old, it first being used in America last decade. It is called Packet Radio.

However, before I continue, I would like to point out that this article is merely a brief introduction. It has been written to give potential users an idea of what to expect from packet radio and further information should be sought before you make your decision.





To be able to use the airwaves you will first need some knowledge of radio and radio frequencies. Not only will you need this knowledge, you will have to prove that you know what you are about by sitting an examination, passing and then buying a radio operator's licence. It is easy to use amateur radio without all the knowledge, but if discovered, you will be prosecuted, as operating without a licence is against the law.

Obtaining a licence can be a long task. You are required to sit an examination which is set by the City & Guilds education body. The exam covers information about radio frequencies, tuning radio, etc. As with every learning obstacle, this will take some time, although you can study at your own pace and are not obliged to enrol on a course. However, there are some establishments which run ham radio educational courses and many people find them worthwhile. Names and addresses of some education institutions are at the end of this article.

If you feel you prefer to learn another way, fine. There are many books on the subject and if you

radio

TECH TIPS

have a friend you can ask them to help. It is always better to have the knowledge and help of somebody who has gone through the experience which faces you.

With certificate in hand you can then buy your operator's licence which will cost a further £12 per annum.

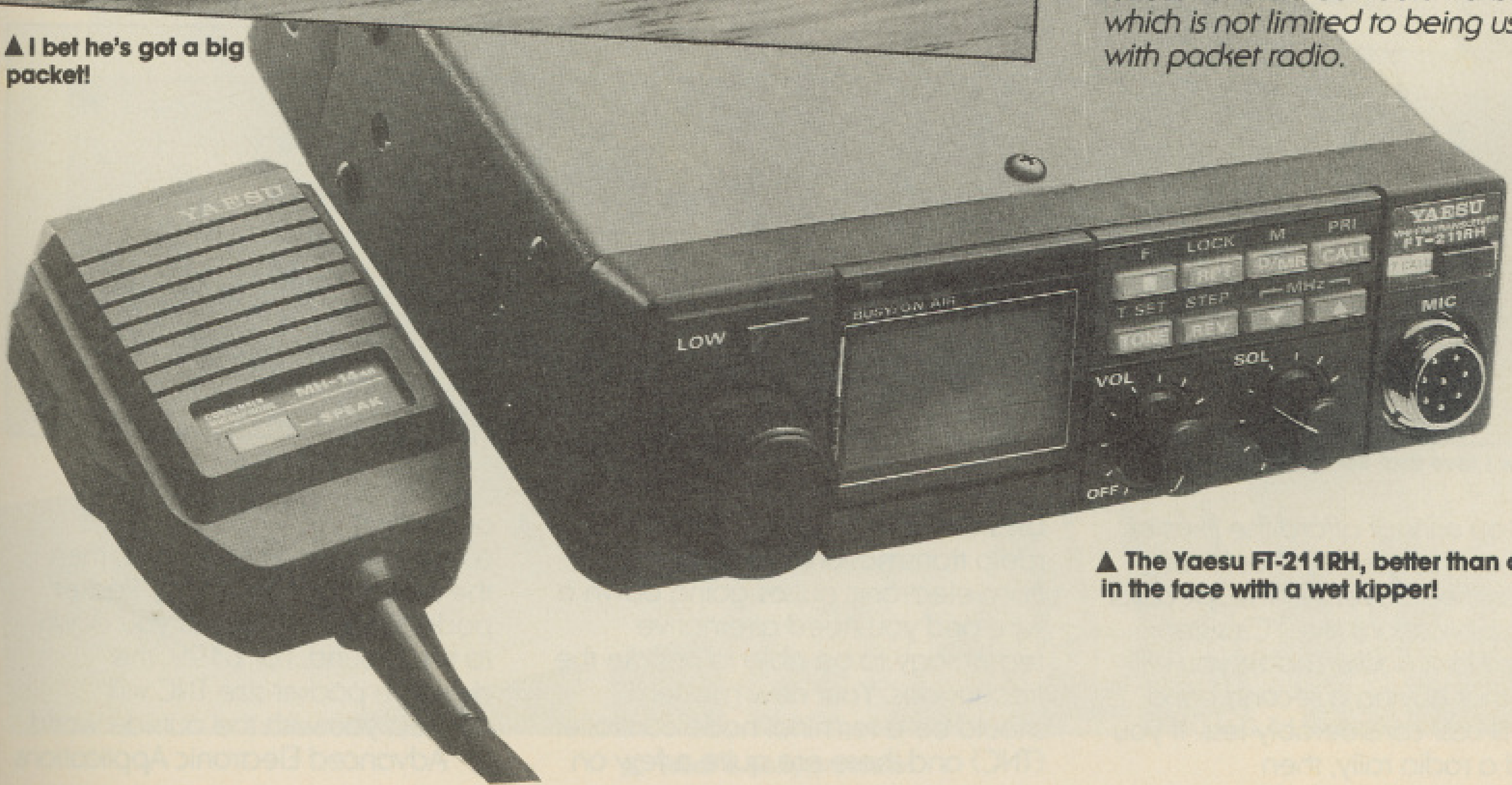
Equipment

To begin transmitting you will need a fair bit of equipment, most importantly a radio. Here the inexperienced will discover the mighty cost of suitable radios whereas those with a bit more knowledge will find that a useable unit will cost only a few pounds.

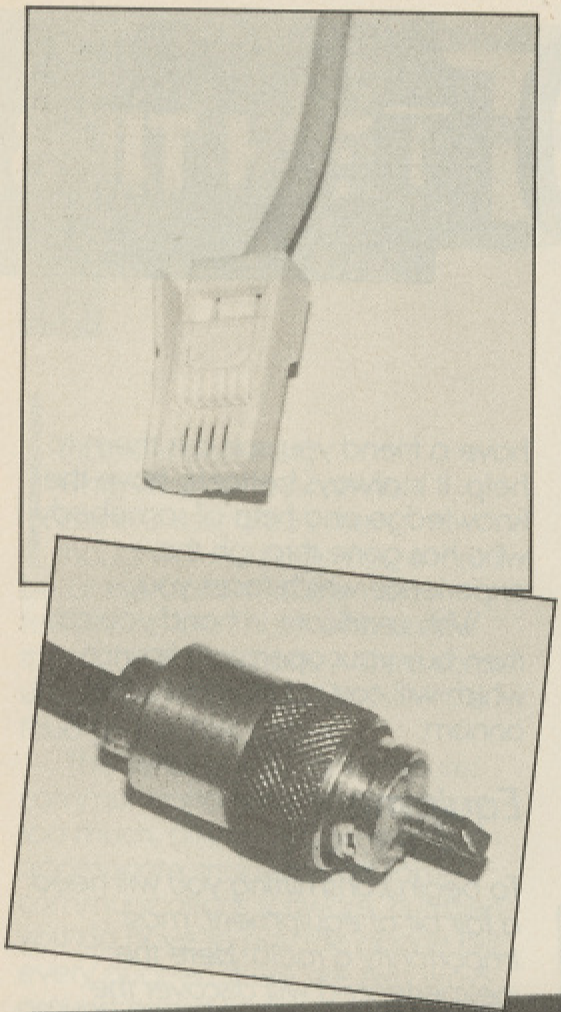
To elaborate, a new radio, such as the Yaesu FT-211RH or FT-711RH, will cost you about £250. However high this price, it is still quite cheap when compared to some other more sophisticated jobs. The two Yeasu radios are actually very well suited to packet radio and includes some special features which make life easier. It has a selectable output of 5 or 45 watts on VHS, and is a fully functional amateur radio transceiver, which is not limited to being used with packet radio.



▲ **I bet he's got a big packet!**

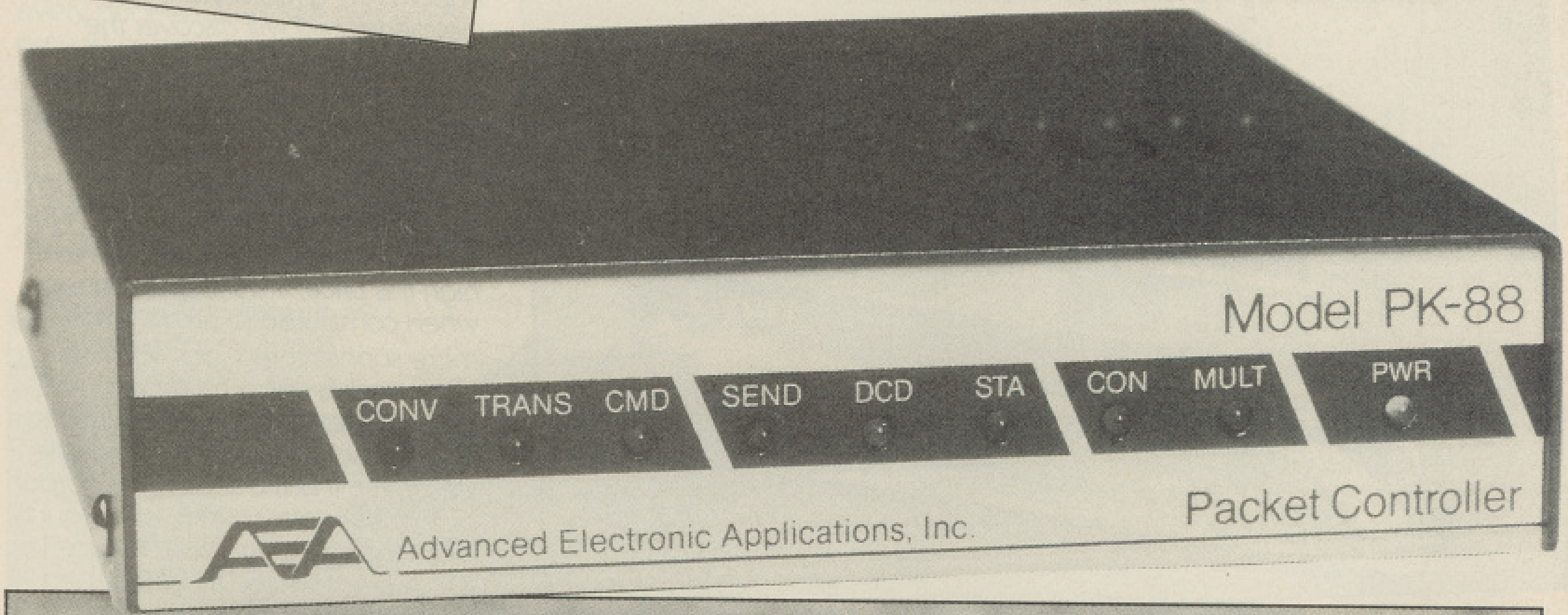


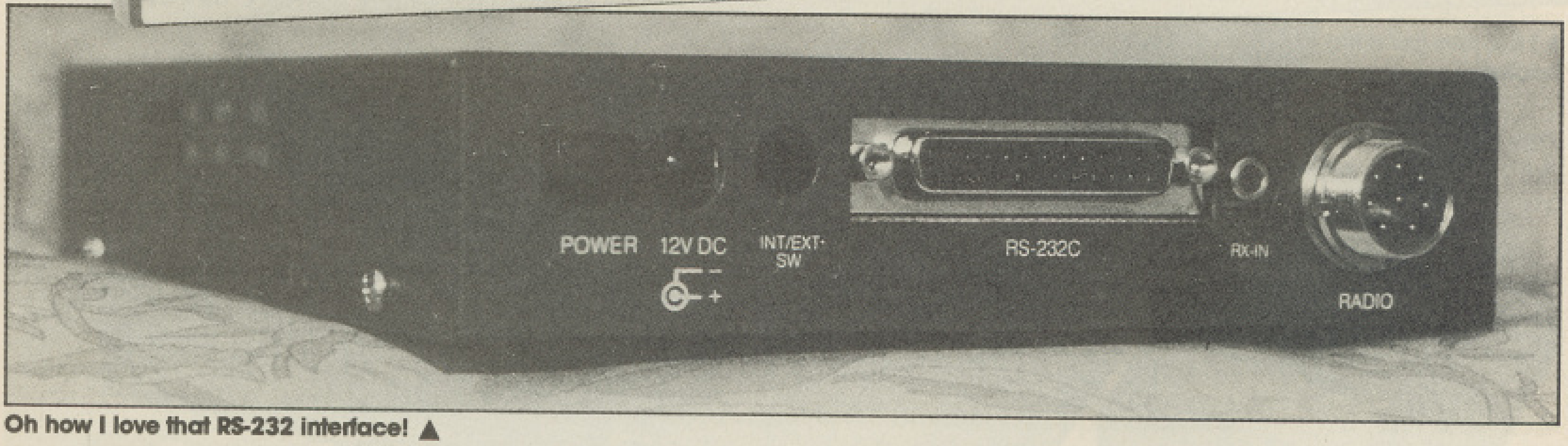
▲ **The Yaesu FT-211RH, better than a slap in the face with a wet kipper!**



◀ **I'd rather jack than stick my finger in the back of my computer!**

▼ **What? Surely they can't wrap thousands of bags of crisps in that little machine!**





Oh how I love that RS-232 interface! ▲

If you cannot afford the likes of the Yeasu range, you should read the classified adverts in the specialist radio publications like YC's sister mage, Ham Radio Today, you will know that buying a second hand unit will cost considerably less. If you intend a radio rally, then considerably less may become just a few pounds. But, such a radio is unlikely to work from the off and is almost certainly going to require re-tuning. I am told that re-tuning a radio is easy, but I've been talking to experienced radio buffs who know what they're about. Unless you are confident and competent enough to tune the radio, I strongly suggest that you take it to somebody who is. Your local radio ship should be able to do the job for a small fee.

Like telephone communications, packet radio requires a modem to modulate and demodulate the signals. If you've got a telecommunication modem already, then sell it to make up the money for a new modem which uses a different system. Because radio transmissions are different from electronic pulses going down a wire and you need alternative technology to be able to handle the frequencies. Your new modem should be a terminal node controller (TNC) and there are quite a few on the market.

Ranging from quite cheap to damn right expensive, a TNS is your modulating gateway to the west, south, north... etc. Like I said, there are enough TNC modems on the market to be able to make some kind of choice. Many of the modems I shall metnion are compatible with the Commodore 64, and I shall indicate which ones will interface correctly.

If you are on a tight budget the Pac-Comm Tiny-2 TNC modem will be quite appealling. Reasonably priced at £119, the Tiny-2 is compatible with VHF only, although has a TTL interface so that it will work with the C64. The Pac Micro Power 2 is a miniature version of the Tiny-2 and can be run off a solar cell if needed. It too is C64 compatible. Up the price scale slightly is the TNC320 which enables both HF and VHF communication. This one retails at £179. If you want to communicate on the move, then the new miniature Handy Packet pocket modem will suit you down to the ground. For £199, this cigarette packet size TNC will connect you with the outside world.

Advanced Electronic Applications

produce two units. The first is the AEA PK88; it costs around £130 and runs on both HF and VHF wavebands but is not C64 compatible. For £279, the AEA PK232 is the deluxe model. It works with packet, RTTY, CW, Amtor and ASCII which are all different protocols. Again is both HF and VHS compatible and is not for the Commodore 64.

Another range of TNC modems is from Kantronics. All of the Kantronics modems have a TTL port and can be connected directly to the C64. The KPC-2 is an HF and VHF TNC which includes the WEFAX facility. It retails at £165. WEFAX is the weather facsimile system that transmits satellite weather pictures direct to your Commodore 64. The KPC-4 is another HF and VHF unit and also has a WEFAX and radio fax features. The extended capability of the KPC-4 is reflected in the price, £242.

Connecting one of the above modems to an Amiga is simple. All are RS232 compatible and so a standard lead will do the job. Connecting to a Commodore 64 is also possible on many. Those which include a TTL port as standard connect to the 12x12 user port at the rear of the C64.

You will also need an antenna to be able to transmit and receive. If you are using VHF one, the aerial need not be too large. Technology today has made aerials shorter. For



the best aerial for your radio and location consult a dealer who will be able to provide the most up to date unit. Also if you are unsure where to site it, most dealers will fix it for you.

Software is not a real problem. Commodore 64 software is quite easy to obtain. Most any standard communications program will work quite happily with packet radio.

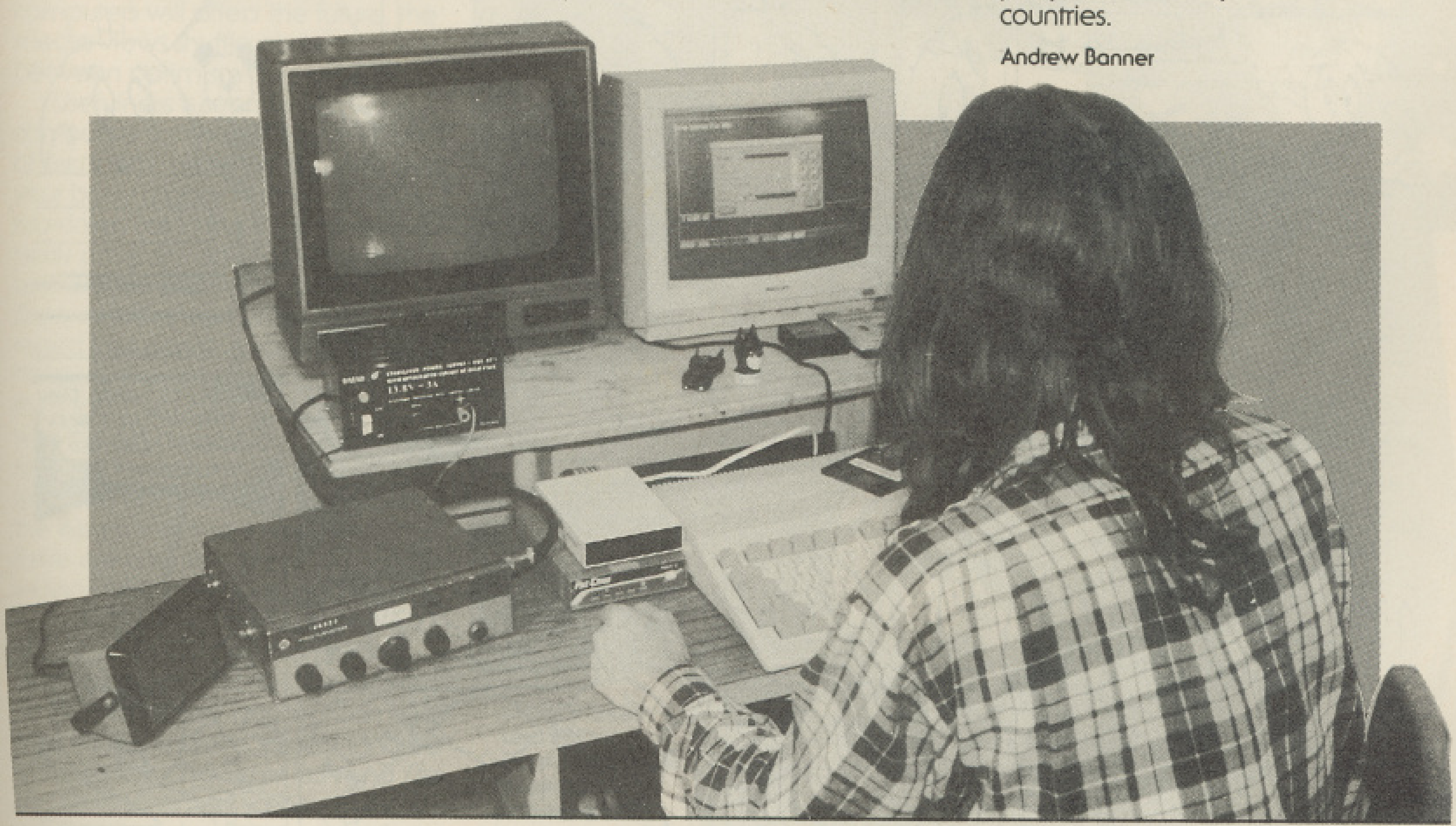
Now some brief notes on packet radio frequencies. Packet uses specific frequencies which have been set aside for data alone. The most common frequency is on VHF and is 144.650MHz FM. Here you will find many one-to-one conversations going on. This channel is also very busy. Other used channels are 50MHz, 70MHz, 432MHz, 1296MHz and 432.6MHx. On high frequency, 14.10MHz is quite popular.

Packet radio is very similar to using the telephone and a modem. There are hundreds of bulletin boards out there. The operation of them is simple and they exist as message bases and file transfer stations.

If you would like to get involved, a second-hand set-up could cost as little as £130. A PYE Westminster radio is ideal for packet radio and would cost only about £30. A second-hand TNC such as the Pac-Comm Tiny-2 would typically cost about £60. You would then need software, much of which is public domain, a power source and an aerial.

Of course, the advantages of packet over telephone links far outweigh the cost to set it up. Satellite links can carry your transmission around the globe - there are four satellites orbiting the earth solely for radio transmissions. It costs you nothing to run the system and you get to talk to all sorts of people from many different countries.

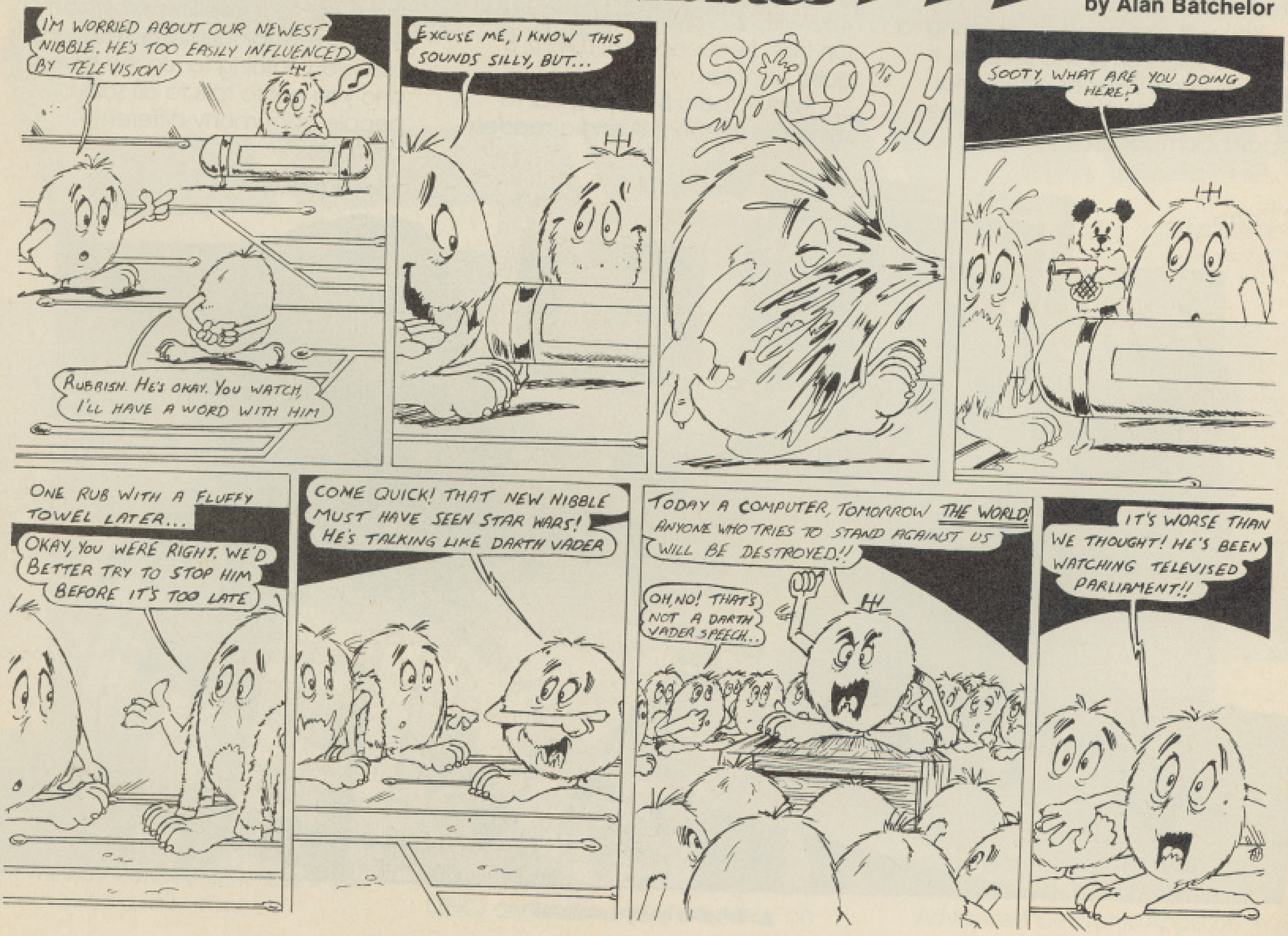
Andrew Banner



▲ What a hairy creature!

➤ ➤ Nibbles ➤ ➤ ➤ Nibbles ➤ ➤ ➤

by Alan Batchelor



MEDIA MECHANATION

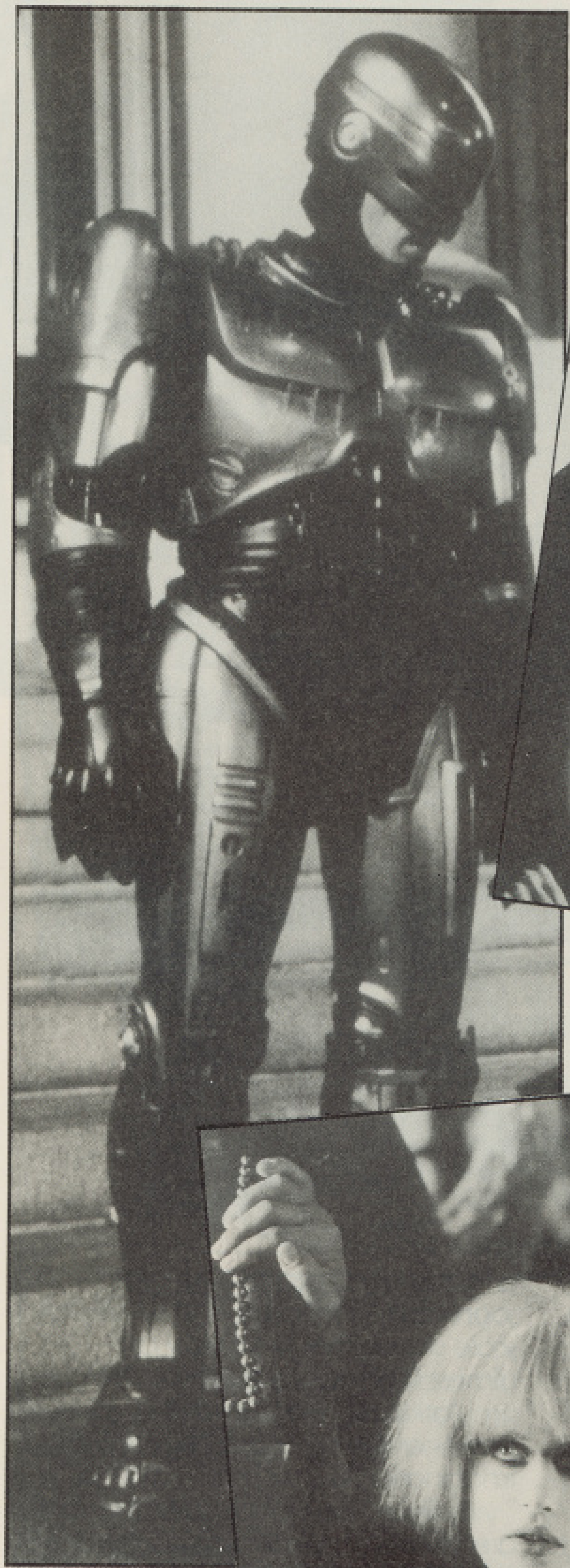
Robots and computers in the media? They certainly exist. **Gordon Houghton** explores

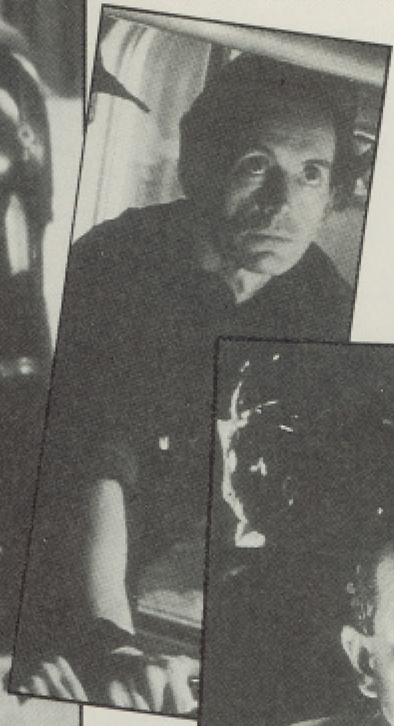
There's always a point in dealing with computers where technophobia takes over from techno-worship; suddenly you find yourself needing a gizmo for the whatsit, using a thingummijig to make the so-and-so work, and requiring a watchamacallit to connect all the bits 'n' bobs to the doodah. What you can't control makes you feel stupid, and to some extent, threatened.

This is similar to one kind of attitude to computers portrayed in films and books over the last fifty years. The other is that they are going to make life immeasurably better in the future – in short, they'll have a use (even if it does only mean speeding up the tea-making process by 0.174 seconds). Because people aren't sure about just how computers will affect the future, the media views shuffle about uneasily between optimism and pessimism.

Usefulness is seen in two ways: computers can provide a valid form of escapism, and they can also give your body a good, firm wash and rub-down (as in the *Insignia* all-over body program ad). Some of the uses are just plain silly. In *Electric Dreams*, Miles' computer, Edgar, is roped into penning soppy tunes for his user's would-be girlfriend, but then falls RAM over ROM in love with the girl himself. Edgar turns out to be so human he becomes selfish and boring in his desire to discover the essence of true love. The truth is, there are countless more mundane ways in which computers are seen to serve people; neurosurgery, cashpoints, collecting the poll tax, guiding nuclear missiles, calculators.

Then there are games. Games as a whole have been largely ignored by television and films: *Tron* and *The Last Starfighter* had scenes with coin-ops, but there have been very few TV programmes which even cast a sideways glance at leisure software. This is despite the fact that Nintendo, the world's most successful games





Bishop – Aliens android! ◀





Darryl Hannah and Rutger Haur – Replicants without a cause! ▶

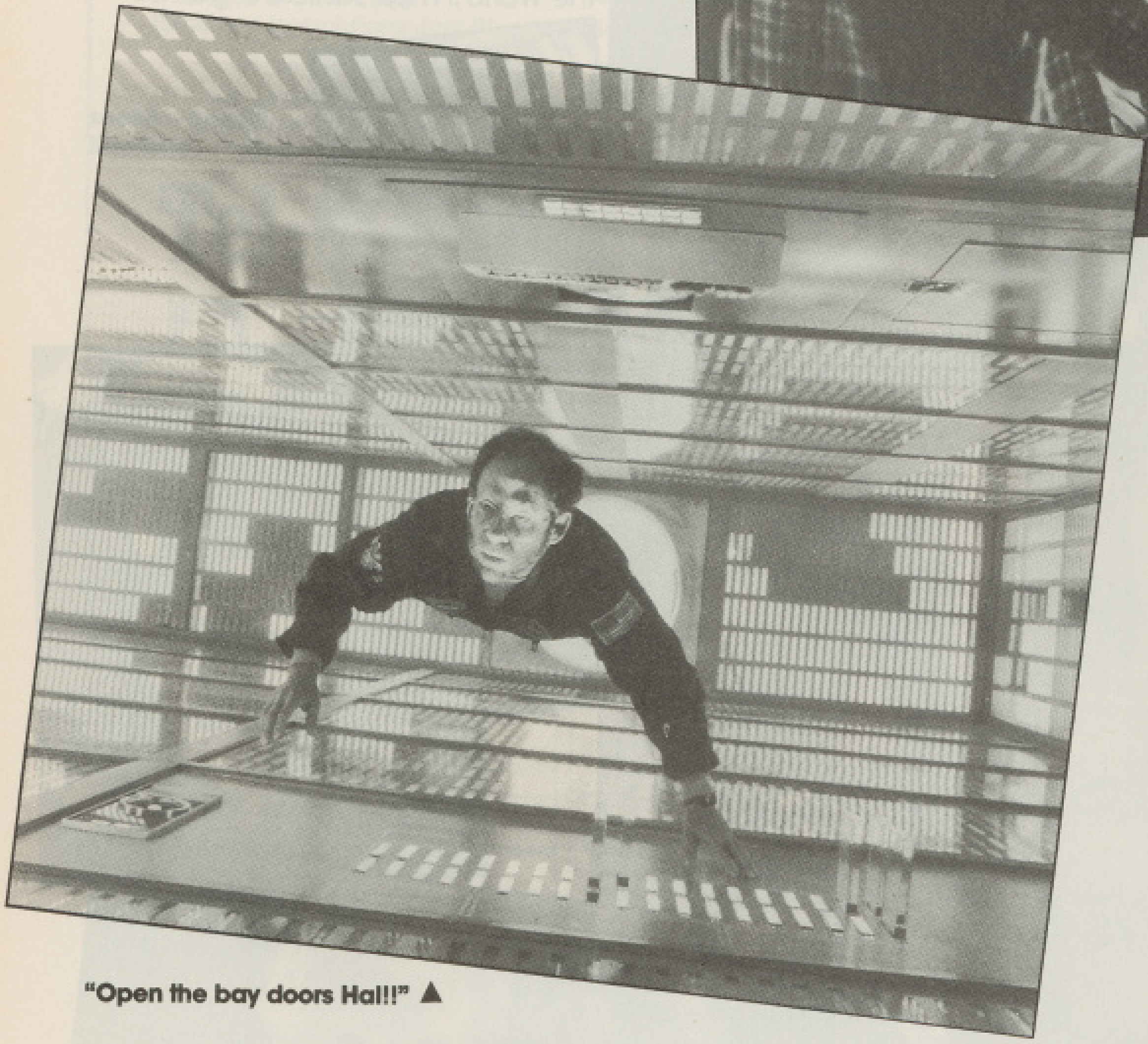
company, is rumoured to have sold 50 million console units worldwide.

Science Fiction has been less reticent: Cyberpunk stories revel in cyborgs, brain-computer interfaces and artificial intelligence; theirs is a world that coolly wants the touch of technology close to the skin, the fusion of human mind and machine. New and imagined designer techno-gadgets are peripherals to a chip-based philosophy.

The biggest thing you can escape to is another dimension, and some games try to give you that. There are those that act as life simulators, allowing people to do things they would never otherwise be able to do: mash people and play God in *Populous*, unleash



The Last Starfighter – teen sci fi. ▲



"Open the bay doors Hal!!" ▲

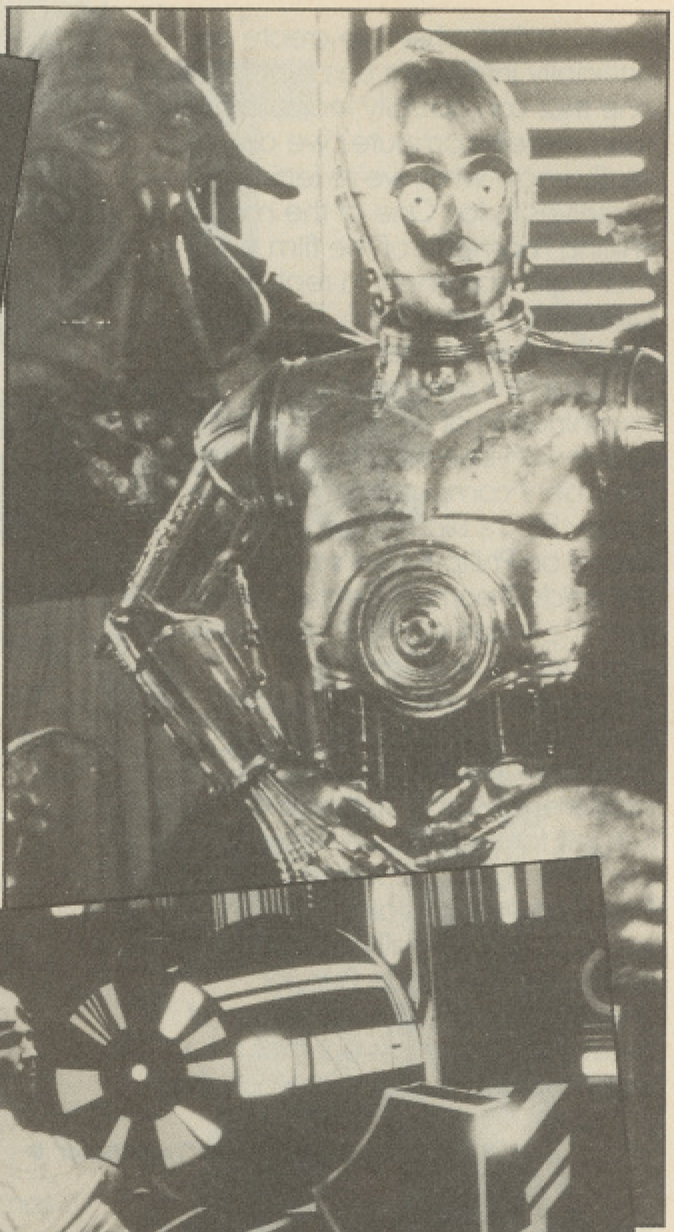
monsters on *SimCity*, refight epic battles in *UMS*. Simulated violence is part of the success of leisure software: it's one of the biggest thrills of these altered states: to kill without guilt simply because the victim is a few pixels on the other side of the screen.

On the aesthetic side, computer art can produce and manipulate images that wouldn't be seen anywhere but on a computer screen. The powerful purity of *Tron*'s landscape couldn't have been captured by standard stop-frame animation techniques. The uses for sophisticated graphics and small-scale simulations in industry are almost limitless; the potential for simulation is only limited by the power of current technology, not by imagination.

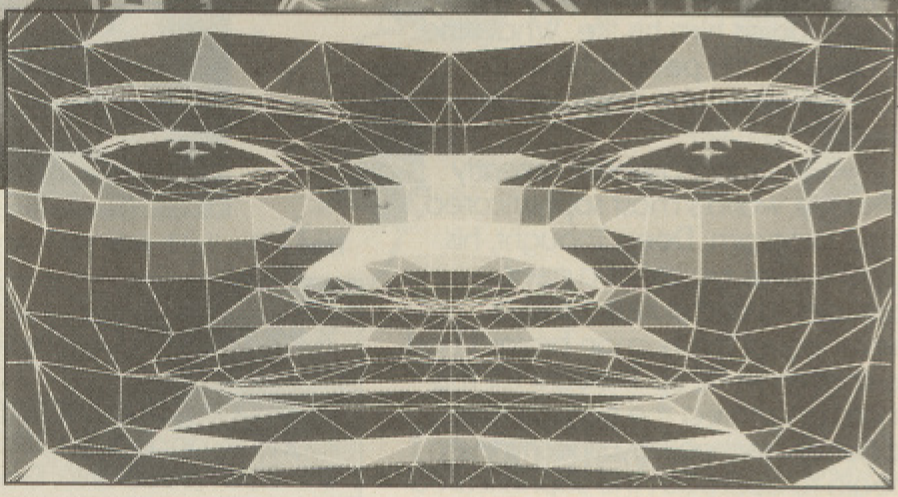
In films, these alternative worlds are seen to pose a threat. In *Westworld*, a holiday resort of popular fantasies (ancient Rome, medieval times, and the Westworld of the title) is designed and run by computers. It's the ultimate theme park until one of the androids (Yul Brynner) rebels and chases, relentlessly, after one of the tourists, intending to exact revenge. It's a warning against dependence on technology alone, and the potential for failure amongst the most sophisticated computer systems.

Fear of failure is the primary threat posed by computers. Films such as *2001: A Space Odyssey* pose the problem that because humans write the programs, there's always a likelihood that programs will come across unresolvable situations, and go 'mad' as a result. This is the basis for many of Asimov's Robot stories, and the heart of HAL's dilemma. HAL (Heuristically programmed ALgorithmic computer) receives orders which contradict his program: his mission changes, a mission which suddenly sees human elements as a danger to its success; so it decides to kill them. Only when it's disconnected is the threat revealed for what it was: HAL was a simple machine following orders. Ash, in *Alien*, follows a similar pattern. The human members of the Nostromo's team are dispensible, the alien is not. The cold logic of a computer brain (and the minds of those who gave it the orders) allows no place for compassion, only for what is right according to a predetermined routine.









A metallic version of Dirty Harry – ▲ Robocop, designer violence.

In *The Fly*, Brundle's program for his matter transporter doesn't compensate for the presence of two creatures in one transporter, and (quite logically) during transportation mixes the two on a genetic level to create a new unit. Passive computer error is often seen in terms of horrific results: in *RoboCop*, the ED-209 enforcement droid, paraded as the latest in advanced technology, malfunctions at its unveiling with disastrous results. The cyborg created as an alternative (RoboCop himself) is seen as a more feasible solution because he is at least partly human. He's controlled by three 'Directives' similar to Asimov's Laws and has to solve the contradictions between them. It's not easy being a machine.

Computers are also seen as a weapon to be held against us by faceless powers. *Wargames* suggests that one man's cynicism could lead to the destruction of the entire human race; media stories about the 'dangers' of hacking echo a similar story on a smaller scale. *Tron*

ASIMOV'S LAWS OF ROBOTICS:

The way in which people's ideas about robots can be shaped by fiction is seen in Asimov's Three Laws of Robotics. Asimov, a former chemistry student turned legendary SF writer, wrote a series of short stories in the 1940s which set out to prove the difficulties of imposing such simple conditions on complex machinery. Since then, however, the Laws have been widely regarded as being a sound base on which to create artificial intelligence. They are, in order of importance:

1. A robot must not injure a human being, or, through inaction, allow a human being to come to harm.

2. A robot must obey the orders given to it by human beings, except where such orders would conflict with the First Law.

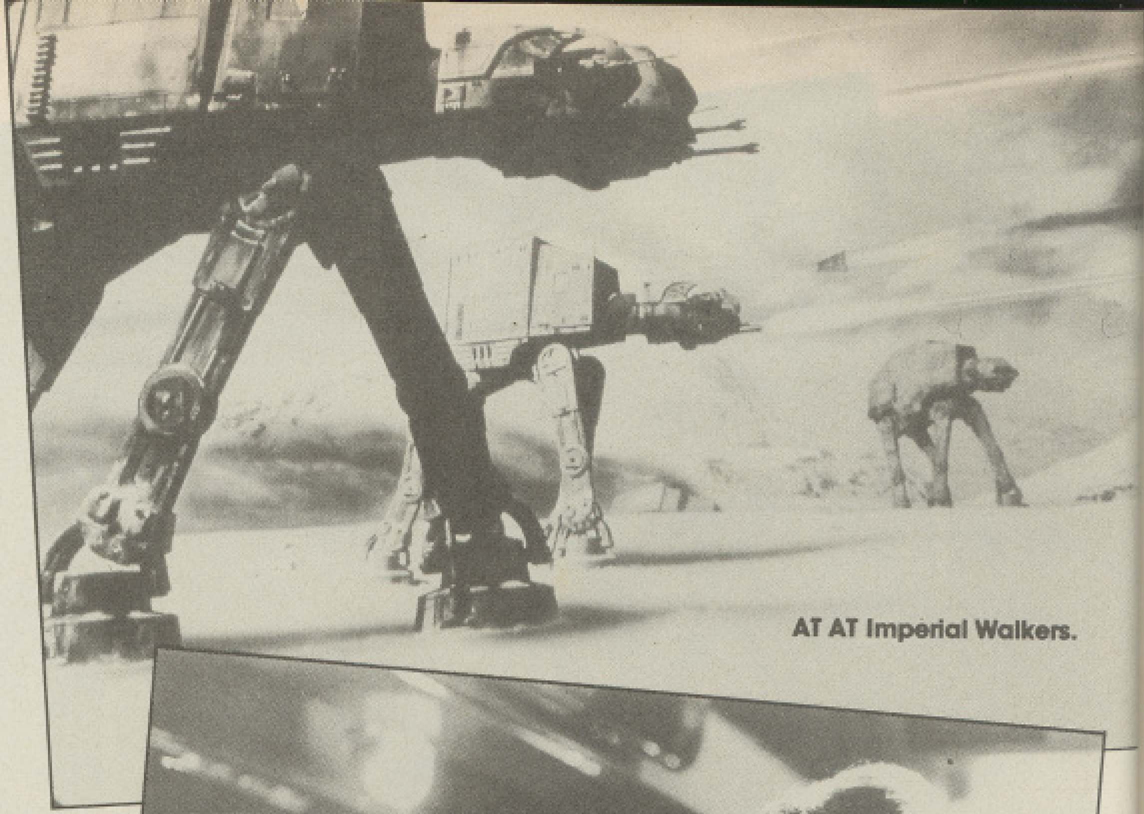
3. A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

warns us that when we create an artificially intelligent computer (ie, one that can actually learn, rather than merely compute) we don't really know what we're letting ourselves in for. One of the most chilling moments of the film is the MCP's glib comment in reply to Dillinger's 'I wrote you': 'I've gotten 2,415 times smarter since then.'

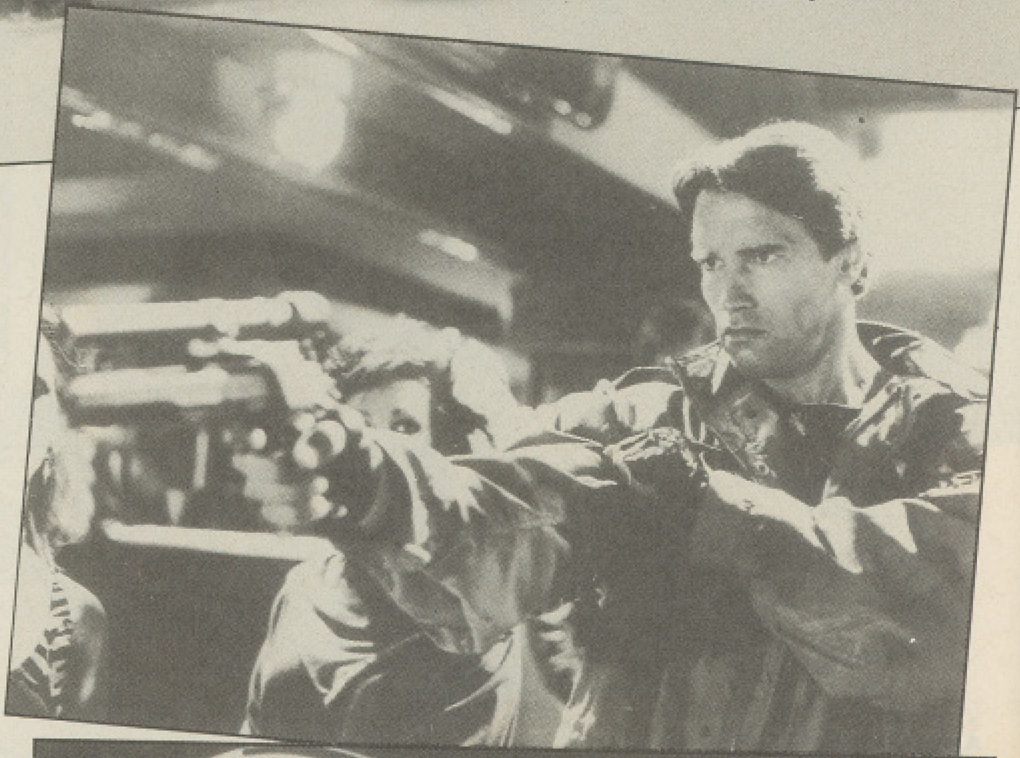
One film stands out as an examination of what it could be like to live with free-thinking, artificially intelligent computers in the future: Ridley Scott's *Blade Runner*, itself based on Philip K Dick's novel, *Do Androids Dream of Electric Sheep*? It sees the world as much the same place as it is now, only exaggerated: the buildings are larger, the gutters dirtier, the attitudes to violence more indifferent. Most of the population has left for outer space, leaving only the misfits and decadents behind. Five runaway androids from an off-world colony illegally escape to earth, and the Blade Runner (Harrison Ford) is sent to seek and destroy them. It turns out that the replicants' leader (Rutger Hauer) was only searching for a meaning to his own life, trying to discover why he must age and die. Ford's mission to kill turns to sympathy only when Hauer spares him his life. What kind of attitude can people have to androids when the androids are so like themselves?

When Gary Kasparov recently beat the world's most sophisticated chess program, Deep Thought, his attitude was typical of current attitudes to computers - they'll never equal the human brain: 'I had to challenge Deep Thought for this match to protect the human race.'

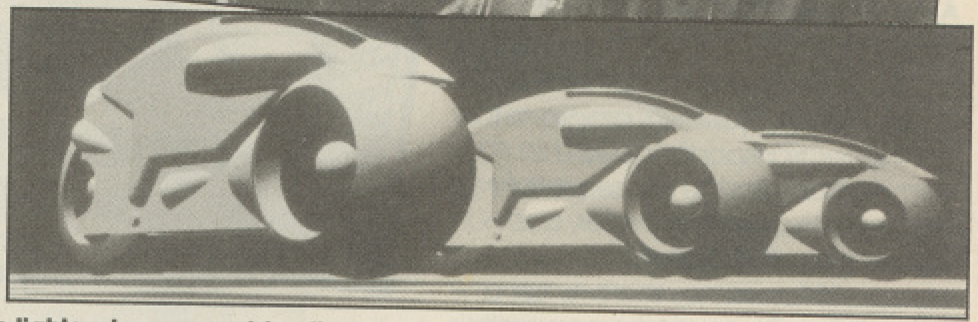
Current technology doesn't even begin to approach the sophisticated levels envisaged by 20th century futurists. Computers can barely talk, and have great difficulty with speech recognition; they can't 'see' objects of any complexity; they have no true interaction with the outside world. True androids - *Blade Runner's* 'skin jobs' - are far enough away for the impact of computers on society to be a soft one. What the predictions of today's media tell us is that we need to understand and control our technology before we can fully trust it. Like its creators, a computer isn't infallible.



AT AT Imperial Walkers.



Arnie at his beefy best in 'Terminator' ▶



Tron - The lightcycle race, an idea that launched a thousand games. ▲

SOME FAMOUS FILM ROBOTS:

Gort: One of the first 'threatening' robots to appear on film (in *The Day The Earth Stood Still*), Gort is probably best remembered for the command which stopped him mincing people's heads: 'Gort! Klaatu barada nikto!'

Robby: An example of the passive helper robot, first appearing in *Forbidden Planet*, based on the character Ariel in Shakespeare's *The Tempest*. Nice without being nasty.

HAL: The ultimate form of artificial intelligence in Kubrick's *2001: A Space Odyssey*, HAL encapsulates the fears of the technophobes: a computer out of control.

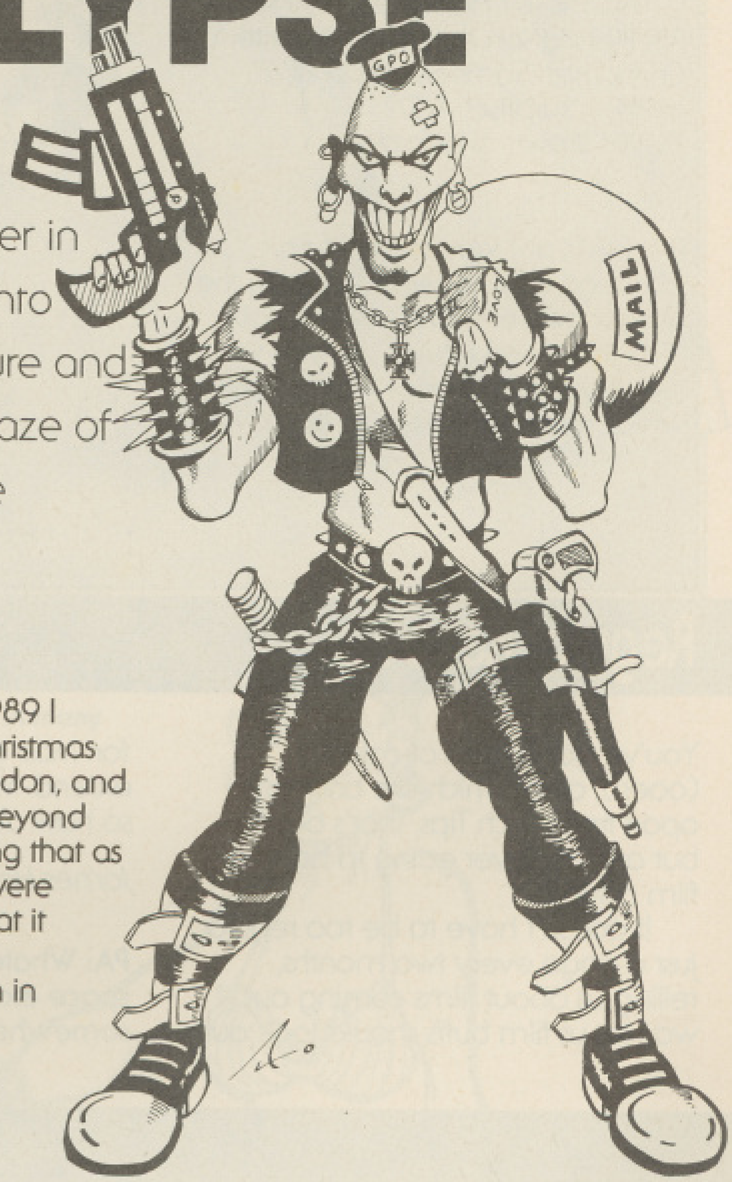
Huey, Dewey and Louey: Robots Can Be Cute, Too. The trio of mummy's little helpers (drones) who trailed Bruce Dern in *Silent Running*, and helped him make mankind's future a better prospect.

C-3PO and R2 D2: Robots Can Be Cute 2. Probably the most famous and the nicest artificial intelligence to appear on screen.

Twiki: A sickeningly twee pet to Buck Rogers.

Ash: More strictly an android, Ash (from *Alien*) is just another agent which powerful humans use to manipulate other humans. He's just carrying out irrefutable orders, and isn't a threat in himself.

POST APOCALYPSE



The man with murder in his mailbag delves into your efforts of scripture and comes out with a blaze of leaden spray (ozone friendly)!

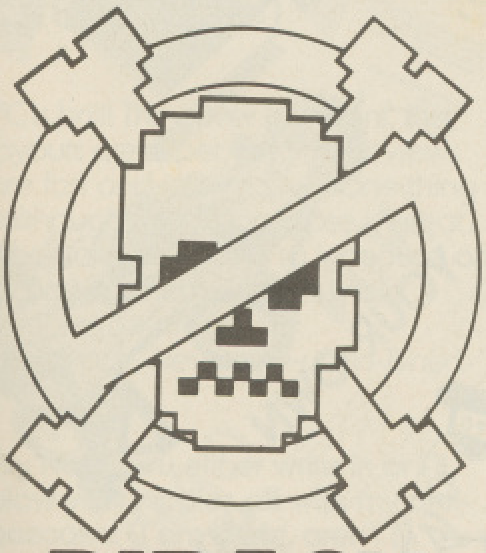
Ooh Aah, Jim Lad

I've noticed recently that ELSPA's piracy campaign has been stepped up. I am a so-called 'pirate', although I do not sell products for money, I only copy games off of my friends because I cannot afford the prices that they are sold at.

Does this mean that if I'm caught I'll be locked up?
Captain Pugwash, Brixton

PA: I knew a pyrate once, it's a terrible job to 'af to do. And if you're caught, well I wouldn't build up too much of a relationship wiv ya 'ead! Know wot I mean.

I reckon, the only way to stop worrying about getting caught is to stop committing the crime. Buy YC instead, and ya guaranteed of some quality games anyway!



PIRACY IS THEFT

No Go Show

On the 19th November 1989 I visited the Commodore Christmas Show at the Novotel in London, and I must say that it was dull beyond belief. I was led into thinking that as a few 'major' companies were making an appearance that it would be more games orientated than it has been in the past.

This was not the case. Not only was it dominated by the Amiga, but all the software companies' stands only existed for the sale of their past products, not my idea of a 'Christmas' show. I was not happy and I hope that it improves next year.

PS. Where was YC? I was looking forward to meeting the team.
Derek Griffiths, Colchester

PA: Where was the team? In da bar of course! I wasn't dere because I was out feeding the pigeons in Trafalgar Square (to de cats round the corner!) De sort of show you're looking for is scheduled for next year. The Computer Entertainment Show 1990 is replacing the PC Show, and could be right up your alley (dey should call it Andrex, then!).

Complete Mental Case

Beware, watch the skies! My people are coming, and they are coming fast. The planet will be ours within a few short years, so run pathetic humanoids, we are about to take over.
Agent, X56THT, Lanthion, Dominatiary System

PA: Wot a weirdo! If you're not pulling me leg mate, I wouldn't bet too much on taken us over, but to show our hospitality, you can make your resident in Milton Keynes.

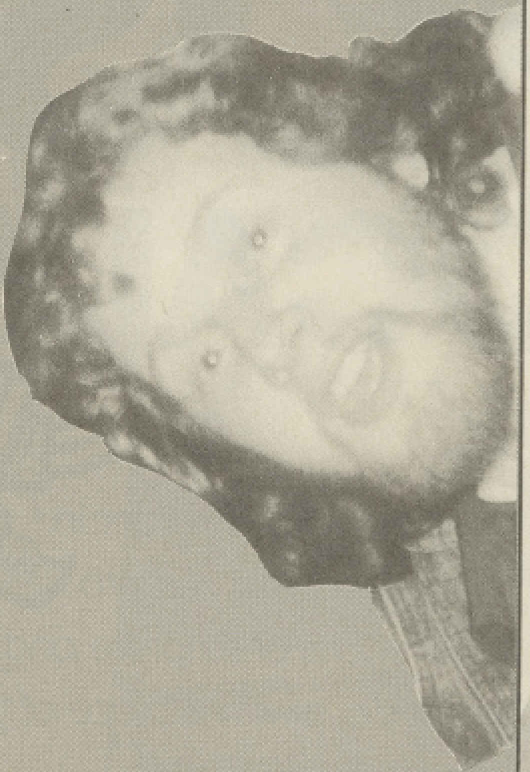
Creepy Crawly

I am an ex-ACU (Amstrad Computer User) reader and have recently converted across to the C128D. I understand that you have appointed Adrian Pumphrey (one of my favourite writers on ACU) as your games editor, and this will make a definite improvement on the mag.

Also, is Rik Henderson the same Rik Henderson that used to write for Computer Gamesweek and, surprise, surprise, ACU?

David Brown, Watford

PA: Rik is dat very same man, although dey never worked on the mag together (in fact, Adrian got Rik's job when he left). By the way, when you said about Ade's move which mag did you think improved?



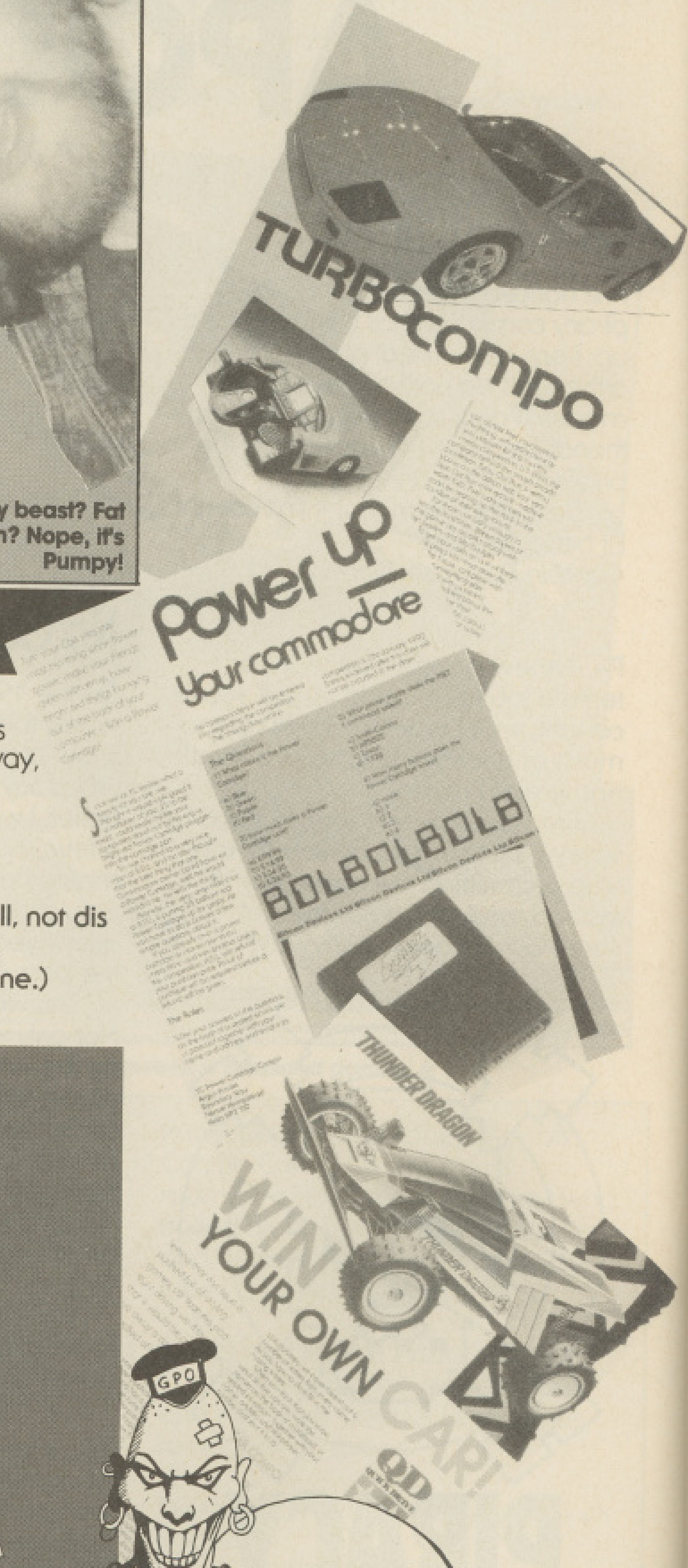
▲ **Who is this hairy beast? Fat Freddy? The Sasquatch? Nope, it's Pumpy!**

Erm... Er...

When are we going to see any competition results?

Carl Turner, Manchester

PA: Da ed assures me dat next issue will have loads of results, honest!



Regular Request

You've got a load of columns (ooer!), all of which are brilliant - apart from Tech Tips, that's boring - but are you ever going to have a film column?

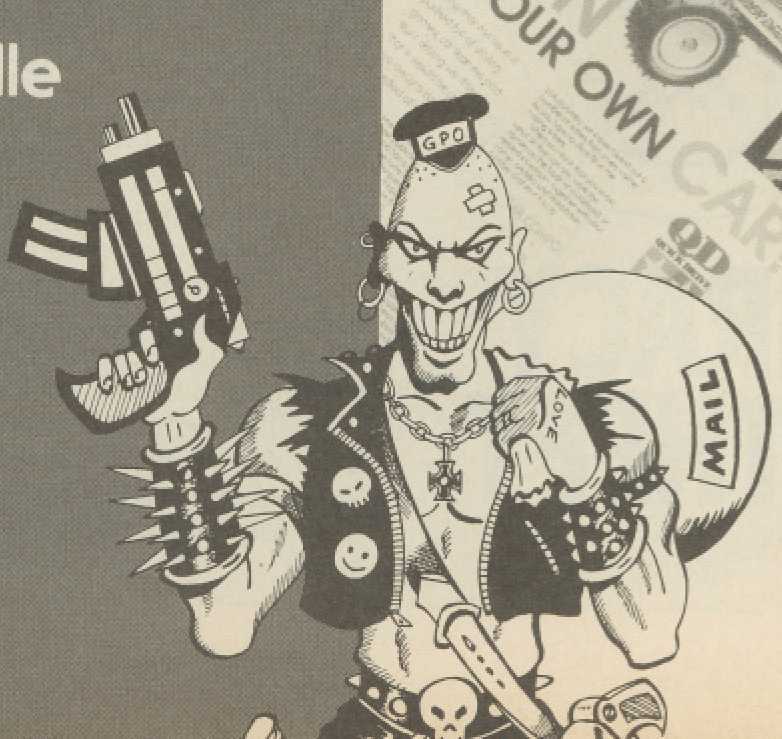
It doesn't have to be too regular, just a page every two months, telling us about films coming our way tht us film buffs should look out for. Most games nowadays extend from movies anyway, so how about it?

James Harrison, Carlisle

PA: Whatch dis space! (Well, not dis space exactly, but a space somewhere in the magazine.)

Send your putrid scribblings to:

Post Apocalypse
Certain Mega-Deathsville
YC
Argus House
Boundary Way
Hemel Hempstead
Herts
HP2 7ST

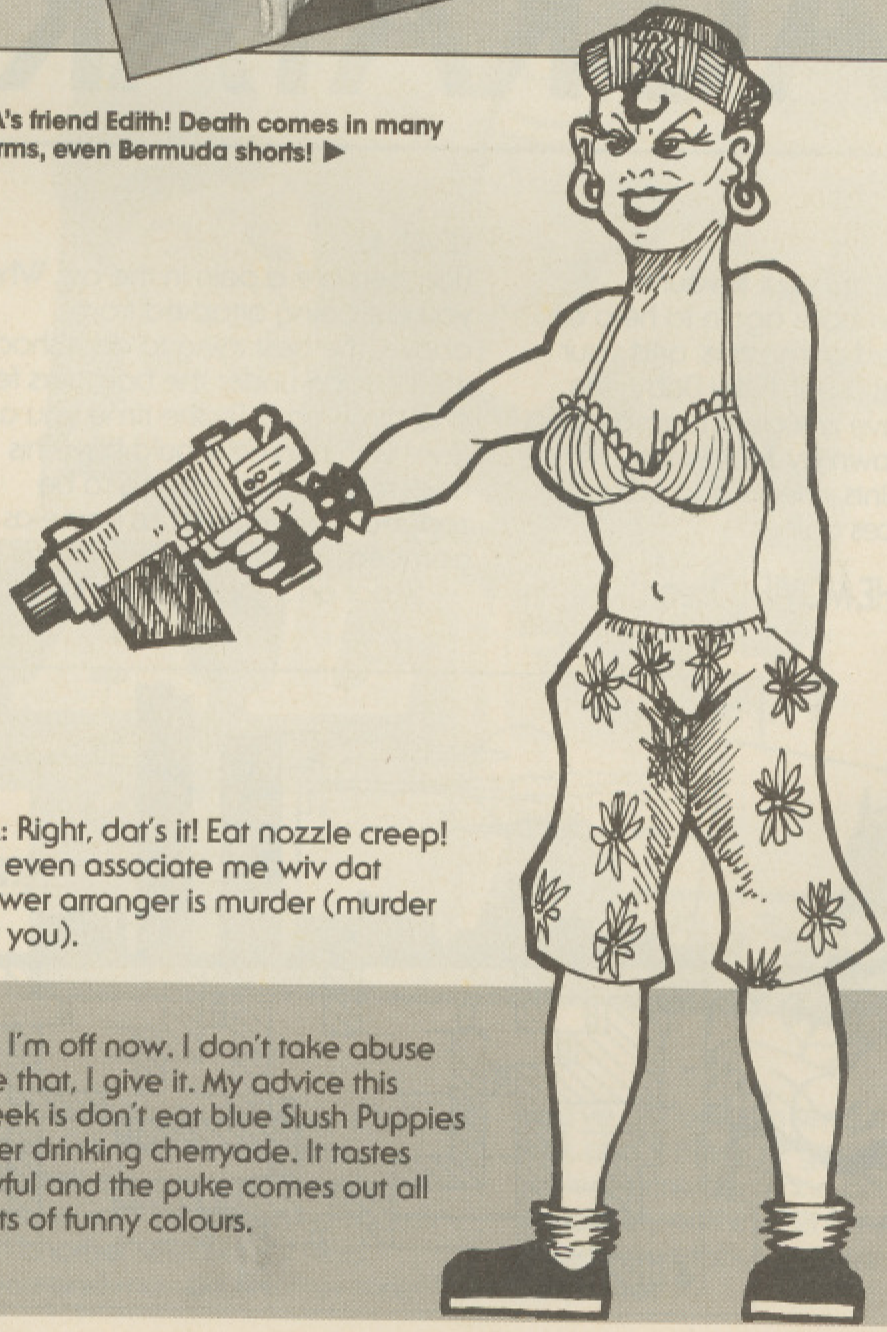


The Computer Industry Karma Sutra No. 4

Rik Henderson samples Beverly Gardner's Melons!



PA's friend Edith! Death comes in many forms, even Bermuda shorts! ▶



Extermination

YC is brill! The cover is brilliant, the layouts are super, and the reviews are fast and informative. One thing (although Post Apocalypse is great) when are you going to introduce an incentive scheme to get more people to write in?
Paul Brody, Newcastle-upon-Tyne

PA: Now! You either write in or I'll blow your nipples off with my anti-bazooka! (I am great, aren't I).

Suicide Case

You are a fake, I reckon you're Rik Henderson really!
Carol Schofield

PA: Right, dat's it! Eat nozzle creep! To even associate me wiv dat flower arranger is murder (murder for you).

I'm off now. I don't take abuse like that, I give it. My advice this week is don't eat blue Slush Puppies after drinking cherryade. It tastes awful and the puke comes out all sorts of funny colours.



HACKATAK

Yes folks, it's your favourite column back again to help all troubled gamesters, and your host, as usual, Kirky Baby. This month I have a superb Batman Map lovingly drawn by Jack Rutter (my bro) plus hints, cheats and pokes to get the juices going!

BATMAN THE MOVIE (Ocean)

LEVEL 1

Bombers are a pain in the ass. When you are being attacked from above, the best thing to do is shoot the batrope under the bombers feet and climb up it. By the time you are level with him he should have his back to you, just begging to be zapped. Cops are not as nastie as bombers.

Shoot on sight, if there is one behind and in front of you shoot one then duck, wait until the other hoodlum fires and then let him have it. Jack Hapier is guarded by a mad bomber, you'll need at least half your energy to finish this section. Once the guard has been disposed of, one swift shoot is all that's needed to rid the land of Jack.

LEVEL 2

Time is precious so don't hang around. I found it was only possible to complete this section by driving top speed at all times! Sounds hard but staying to the centre lanes makes life a little easier for you. The best route to the Batcave is to take the 3rd, 5th, 4th, 6th, 3rd, 3rd, 3rd, 6th, and 3rd corner.

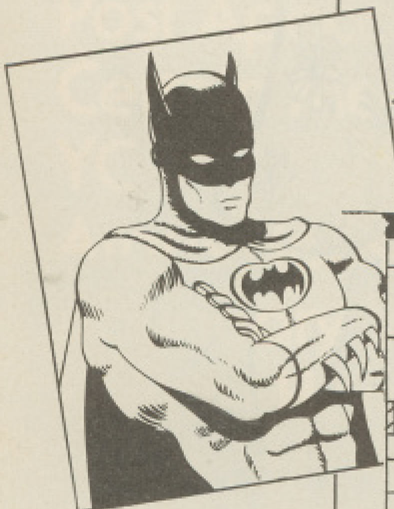
LEVEL 3

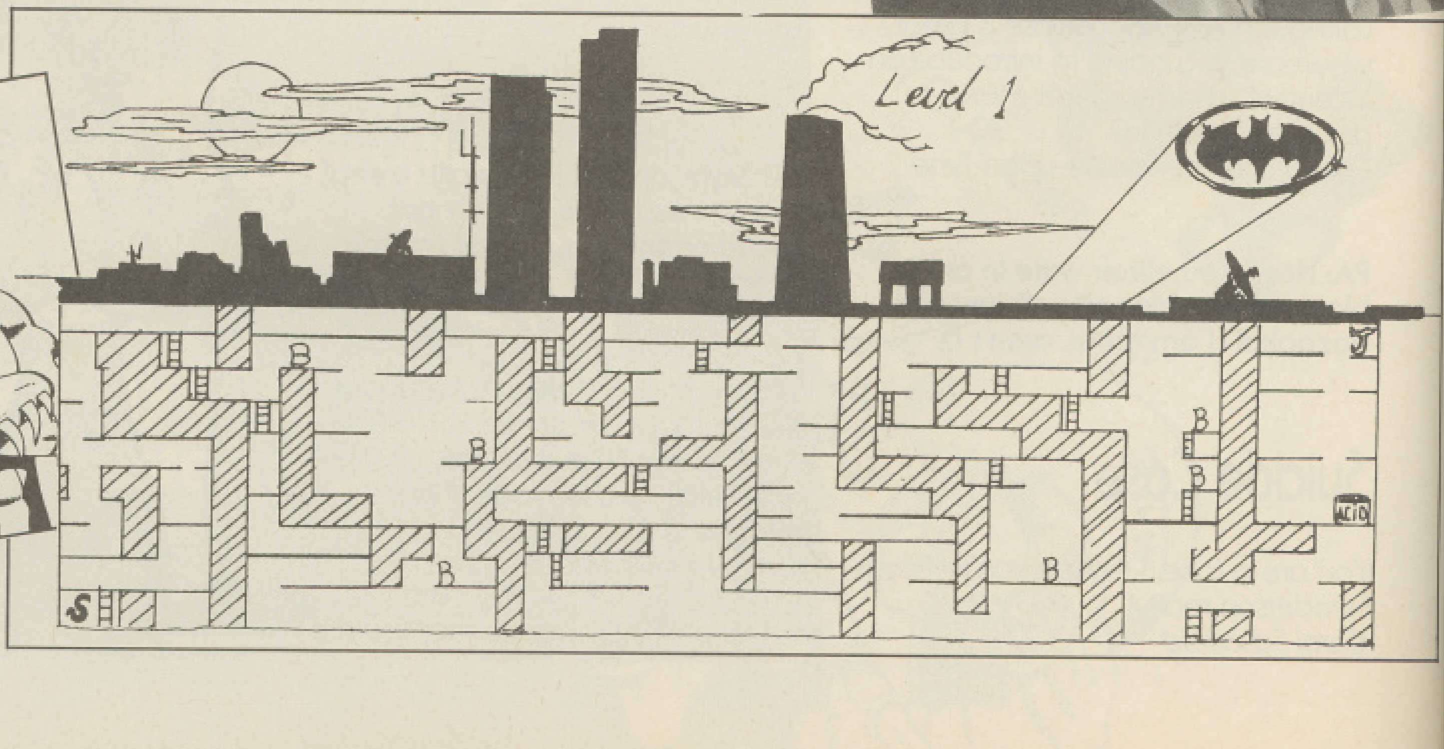
I didn't like this level much, but who cares? I think you can figure this one out for yourself, it's easy!

LEVEL 4

Keep to a steady height (centre of the screen). Keep up a fairly fast pace so the batwing is still quite mobile in tight situations. As you approach the balloons, reduce your





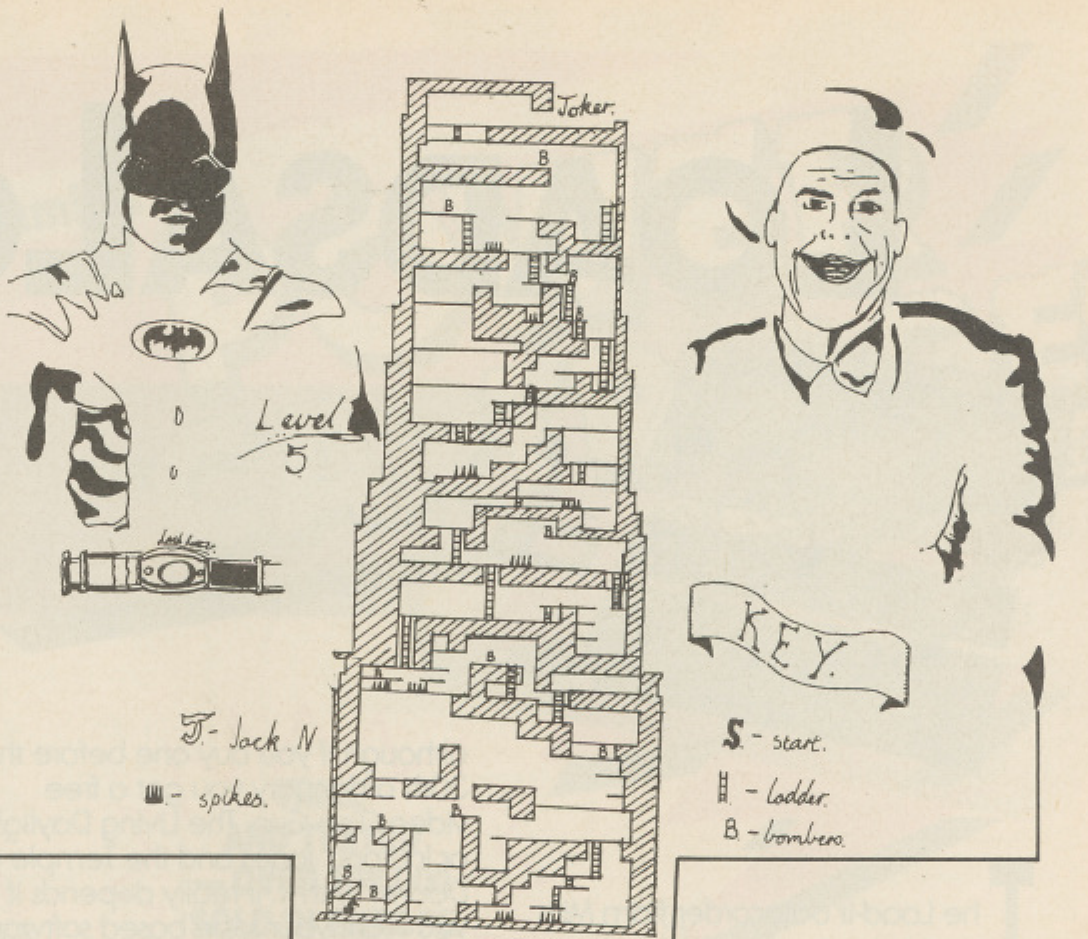


speed slightly in order to judge the height of the ballon, if you think you are going to hit it AVOID it as time is not so tight on this level.

LEVEL 5

God this is a tough level! The gameplay is almost the same as the Axis Chemical Works, but instead of working across you have to work your way up, this makes life harder for poor old Batman.

Watch for collapsable platforms, when they start to change colour get the hell out of there. Also be on the lookout for spikes, simply swing over them to get by. Killing the Joker is not so hard, when the grinning madman comes in to sight, zap him with the batrope then pump him full of bat logo's.



BLASTEROIDS (Image Works)

POKE 11571,173 will give you infinite lives.
SYS 25856 will start the game.

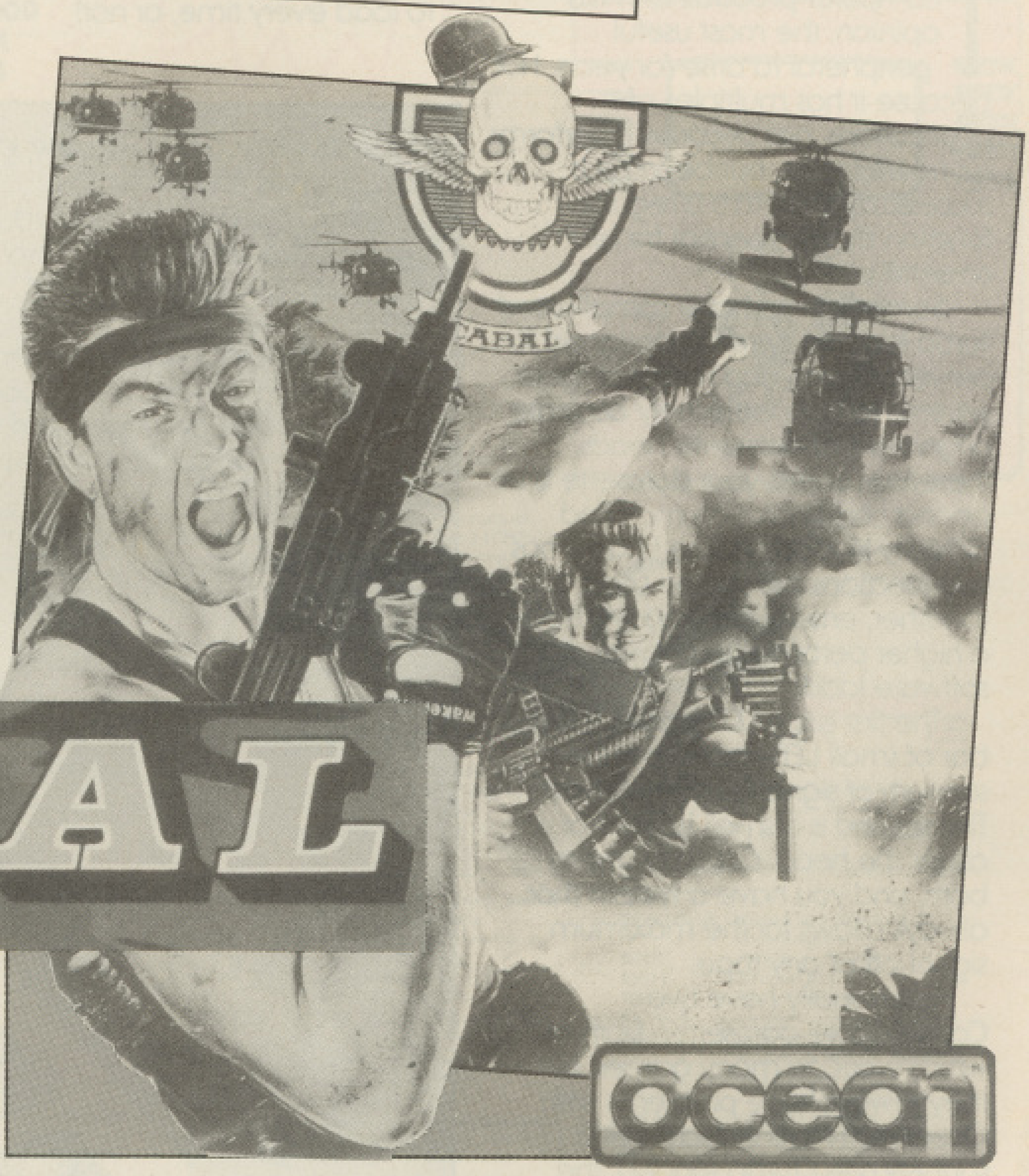
CABAL

Yet another Ocean game receives the Hackatak treatment.

General tips: A good supply of grenades can be obtained by shooting the nurses (oh, bit a politics there - ED) as they carry dead marines off the screen. But try and use as little grenade power as possible as you'll need them for the end-of-level nastie.

LEVEL 1

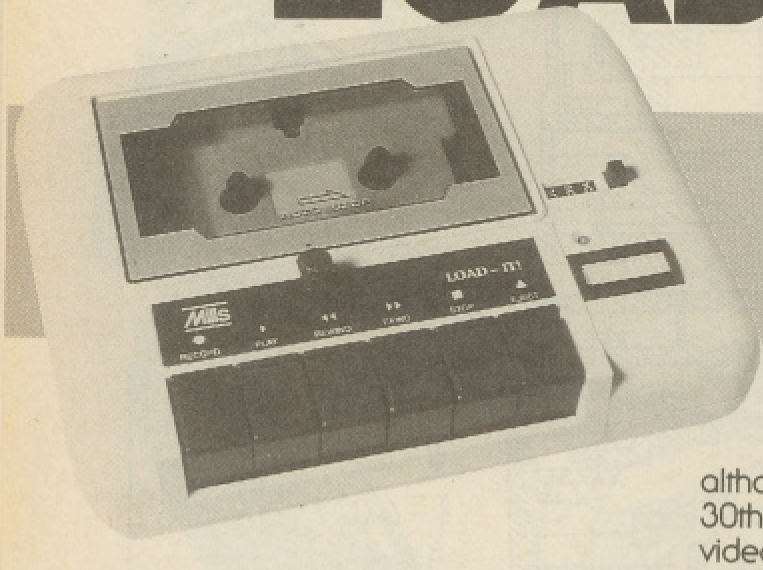
To take out the huge gunship, try taking it to a nice picnic spot (Get on with it! - ED). Use every last grenade (hold the space bar down) Then let rip with the machine gun whilst avoiding the bombs. After a few seconds you should be loading level 2.



Those of you who haven't got what it takes to reach the higher levels, try ignoring the REWIND TAPE message and leave the tape playing to see all the luvly levels. By the way, make sure you die on level 2 otherwise the cheat will not work.

The festive season draws to a halt and so, I'm sorry to say, does Hackatak. Never mind though because we'll be back next month with another selection of hints, cheats and may be another map! If you've got any tips send them to me, and if they are good enough we will print them and pay you absolutely nothing, er I mean you could win a fabulous prize. Bye!
Kirk Rutter

LoadsaLoads



The Load-it datacorder from Mills computer products is, in my opinion, the most useful peripheral to arise for years. Not because it has multiples of applications, not because it performs wonderful tasks, but because it successfully performs a regular function that is essential for all cassette users.

Some games have complicated Turbo loading systems, designed to prevent piracy, and many of these systems rely on extremely accurate alignment of datasette heads, therefore, unless your datasette is in perfect condition, you may find difficulty in loading. The Load-it has two functions that, when used together, ensure that you will have a higher percentage chance of software load.

The first is the LED panel. This is a bar of small LEDs that show the strength of signal being received. The second is a small knob that aligns the head. Combine them both, and you have a system that always allows for the maximum signal off of any tape.

I personally have two Commodore datasettes, both of which work on many games, but they always have problems with Ocean software (which uses a sophisticated Turbo loader), the Load-it worked every time. And after extensive testing on all the software that would never load on my existing machines, the Load-It had a 100% success rate.

The only unfortunate point about the Mills product is its price: £39.99 (Inc. P&P). This is a little steep, although if you buy one before the 30th of January you get a free video (Top Gun, The Living Daylights, or Indiana Jones and the Temple of Doom) with it. It really depends if you want your tape based software to load every time, or not!

Alternatively you can win one in our easy-to-enter compo.

Mills Computer Products Ltd. has given us five Load-Its (sum total of around £200) for five lucky YC readers to win.

All you have to do is answer the two questions below, on the back of a sealed envelope or postcard, with your name and address, and send it to:

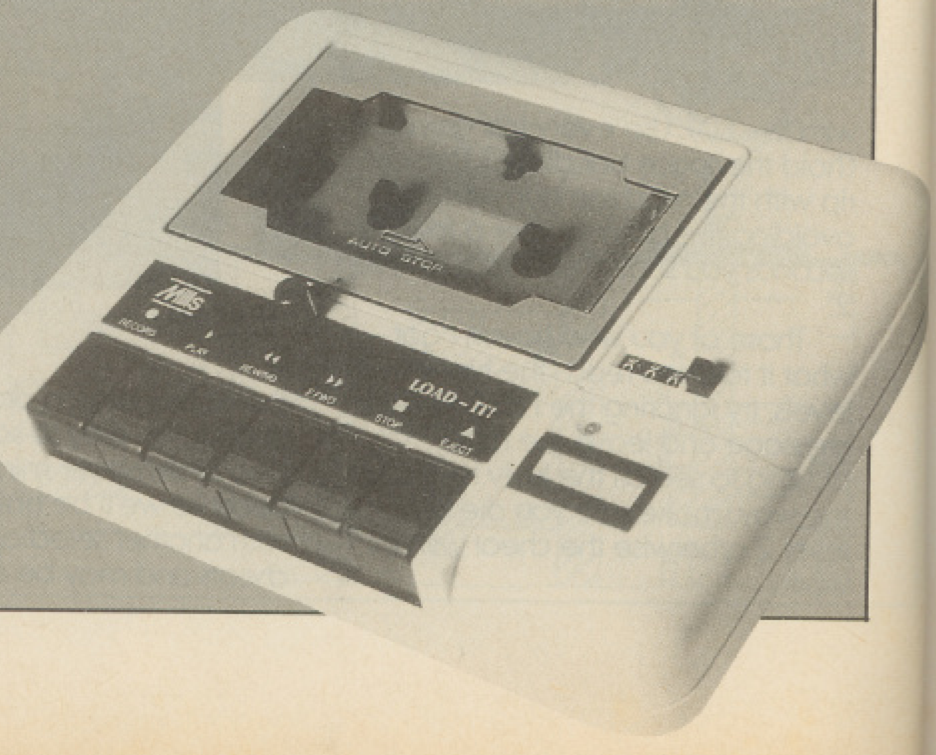
Load-It Compo,
YC,
Argus House,
Boundary Way,
Hemel Hempstead,
HP2 7ST.

Entries must be received by 28th February. Normal compo rules apply.

The Questions

1. In which city are Mills based?
2. How long is the guarantee on a Load-It?

(Hint: Try looking at the advert!)



...it's dynamite!

POWER CARTRIDGE

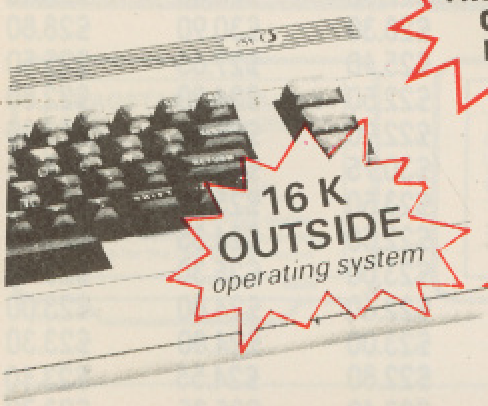
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AUDIO	HARDCOPY	REPEAT
COLOR	HEX$	SAFE
DEEK	INFO	TRACE
DELETE	KEY	UNNEW
DOKE	PAUSE	QUIT
DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*

PSET : *Set up of printer type.*

HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk. The Disk commands can be used in your own programs.

BLOAD	DVERIFY	DIR
DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*

DISK : *With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD	SAVE	VERIFY
MERGE	AUDIO	

POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.

Also works in BASIC-ROM, KERNAL and I/O areas.

A ASSEMBLE	I INTERPRET	S SAVE
C COMPARE	J JUMP	T TRANSFER
D DIS-ASSEMBLE	L LOAD	V VERIFY
F FILL	M MEMORY	W WALK
G GO	P PRINT	X EXIT
H HUNT	R REGISTER	$ DIRECTORY
		DOS Commands

PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.

It will print all Commodore characters on Epson and compatible printers.

The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).

The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.

The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*

PSET 1 - *EPSON mode only.*

PSET 2 - *SMITH-CORONA mode only.*

PSET 3 - *Turns the printing 90 degrees!!*

PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*

PSET C - *Setting Lower/Upper case and sending Control Codes.*

PSET T - *All characters are printed in an unmodified state.*

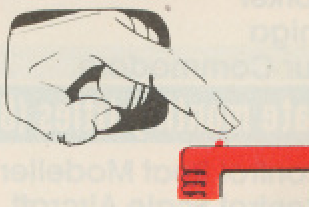
PSET U - *Runs a Serial printer and leaves the User-port available.*

PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*

PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*

PSET L0 - *Switches PSET L1 off.*

POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.

This function will work with any programme.

CONTINUE - *Allows you to return to your program.*

BASIC - *Return to BASIC.*

RESET - *Normal RESET.*

TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*

RESET ALL - *RESET of any program.*

TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*

HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*

MONITOR - *Takes you into the Machine language Monitor.*

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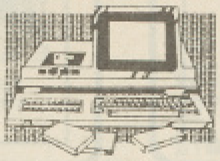
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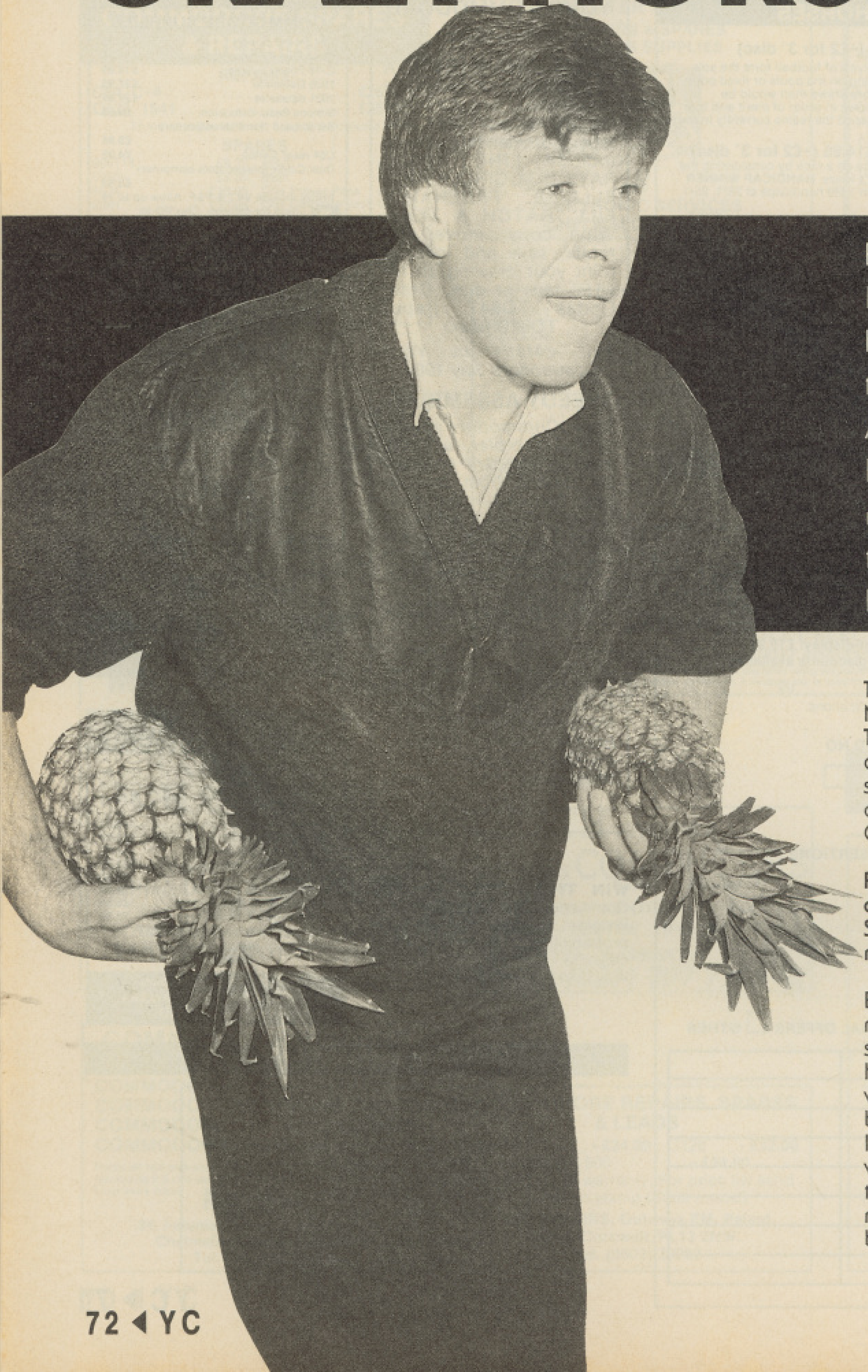
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DESERT ISLAND DISKS: CRAZY HORSE!





Emlyn Hughes, Liverpool legend and TV Superstar, has now lent his name to two computer games from Audiogenic. **Rik Henderson** meets the man, and discusses his life, the universe and little Emlyn.

The time: About 1.30pm on a cold November afternoon.
The place: Downstairs on a chartered Audiogenic bus, somewhere between Oxford Street and Cricklewood (Emlyn goes to Cricklewood).

Rik: You've Left A Question of Sport and you've done one series of Sporting Triangles. Have you got any more plans?

EMLYN: Yep, certainly! We've got a new series of Sporting Triangles starting in February, which this year, has been increased from thirteen weeks to fifteen weeks, but it could be seventeen weeks, I'm not sure. I've also got a new series of Combat which I did with Anneka Rice and the army. It looks as though there's a new series of that starting at the back end of February. And it looks

as though I'm going to be involved with the ITV for the World Cup coverage from the first week in June to about the second week in July, so the next six months are going to be very, very busy for me in Television work, which is great for me in terms of personality, publicity and promotion wise, but it's actually madness. Seven days a week, travelling all over the country, promotional, interviewing, radio, working for ball companies, things like this (pointing at the surroundings), promoting games that I'm involved with. It's all madness, it's bonkers.

RIK: Is that why they call you "Crazy Horse"?

EMLYN: (Laughter) "Crazy Horse" is a long, long story, but a shortened down version of it is that I was a nutcase on the football field. I would have done anything on the football pitch to win a game. I would have done anything, I was absolutely barmy! But that's a shortented version of it, I was crazy!

RIK: Yeah, I'm a Liverpool supporter myself!

EMLYN: Are you? Well done son, good lad!

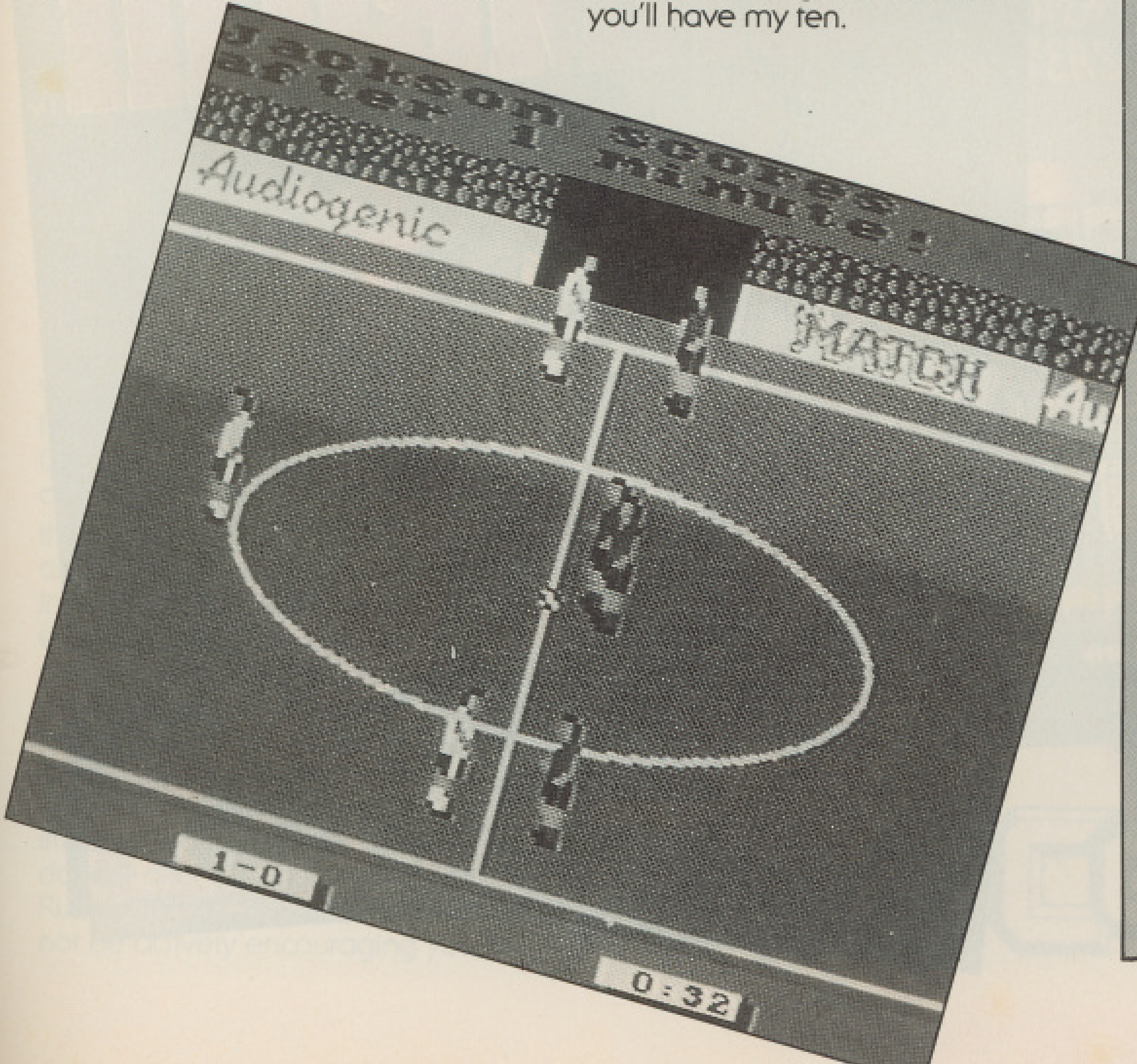
RIK: On the computer side, your son plays games. Does he play a lot?

EMLYN: Very, very much so. I honestly don't have the time myself. I'm never home anyway because I'm always travelling. And when I do get home I tend to put my feet up, or go for a bite to eat with the missus and the kids. But our Emlyn - and Emma, she's the eldest, she's nearly seventeen - is permanently on the computer, to be totally honest with you he's a flaming nuisance, because he's on it too much. He's playing with it twenty four hours a day when he should be studying and he should be working hard at school. I'm not saying he doesn't work hard at school, but he's on it too much. He always plays the games, I mean he always plays the International game.

RIK: Do you think he'll be playing the Trivia Challenge when it comes out?

EMLYN: I feel certain he'll be playing it because I'll make him play it. If it means he's going to learn something from it, yes, he will certainly be playing the Trivia game.

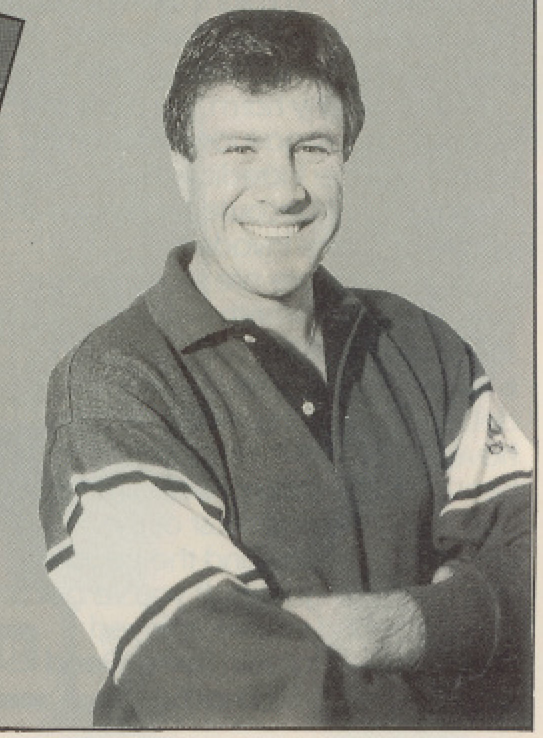
Now if you wanted to do my top ten computer games, I'll certainly say number one's International Soccer. Number two's going to be the Trivia game, so if you want to ask Peter (the head of Audiogenic), I'm sure he'll give you the other eight to add on the top of that. So get the other eight off him and you'll have my ten.



And so the bus drove on into the sunset, and Emlyn was left to organise his thick lump of a diary. Me? I sat and contemplated what it must feel like scoring a goal for the Reds!

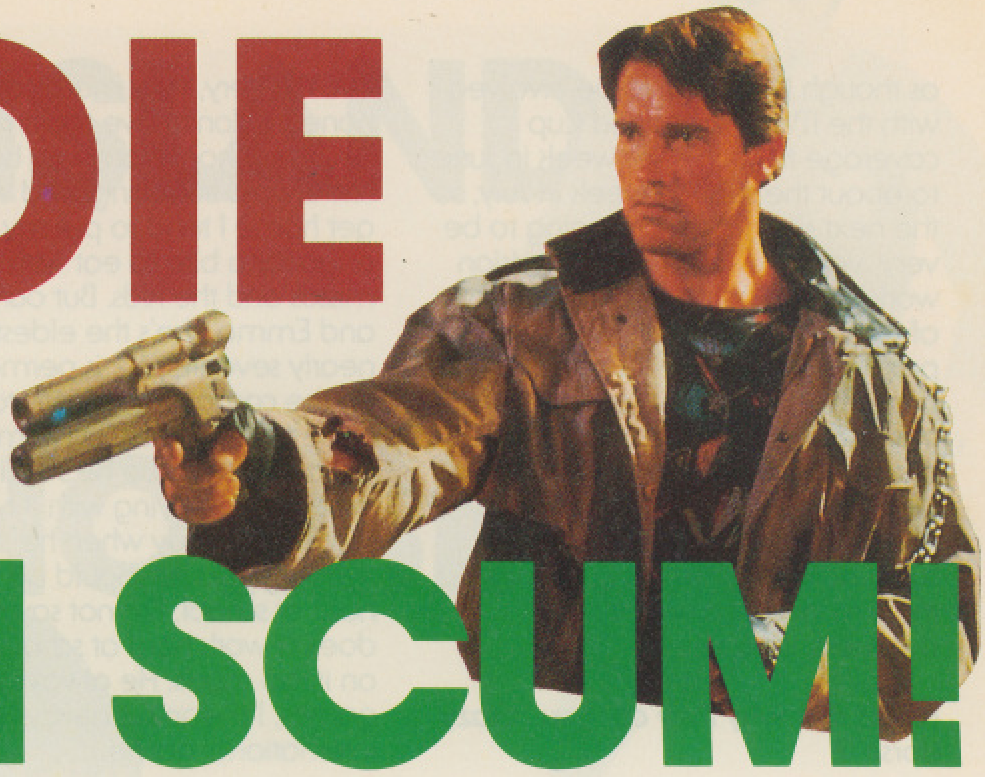
Lots of things you never knew about Emlyn Hughes

1. His name is Emlyn Hughes
2. His son's name is Emlyn Hughes
3. His daughter's name is not Emlyn Hughes - it's Emma
4. His nickname is 'Crazy Horse'
5. He is not really a horse
6. He appears on TV quite a lot
7. He used to captain both England and Liverpool
8. He has been awarded an OBE
9. He has scored 35 goals for Liverpool in 12 years
10. His father was a Rugby League international
11. His brother and an uncle were Rugby League professionals
12. One of his aunts played hockey for England
13. He doesn't really say "I know it!" very much
ER... that's about it!!!



DIE

Photon Mega-Death
or flower arranging?
Kati Hamza
wades through the quagmire
of computer games with no morals.



ALIEN SCUM!

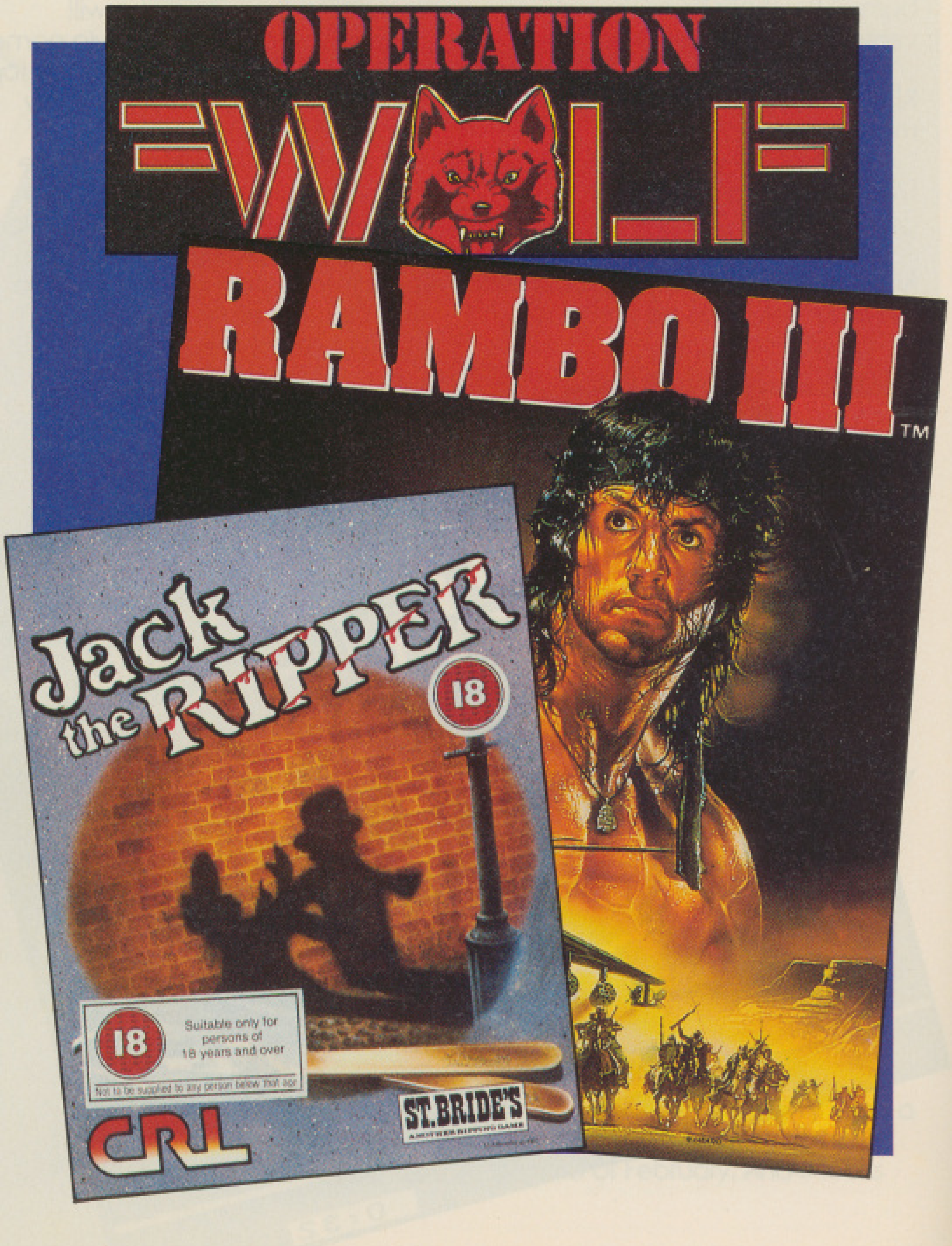
Pick a game. Any game. Flight sim, shoot 'em up, adventure, RPG, even chess - you name it, chances are it's violent. Some kind of destructive element is part and parcel of practically every computer game from PacMan to Populous, from Asteroids to Zork. And let's fact it, it'd make for some terrible turkeys if the violent element had to be completely cut out.

What kind of a game would Space Invaders make, if instead of blasting the little green monsters, you had to jettison miniature peace treaties into outer space? Imagine Batman wihtout the Joker, Op Wolf with the UZI cut out or Gauntlet minus ghosts. Like it or not, some of the best games around - Barbarian, Battle Chess, Dungeon Master, Strider, Robocop - are extremely violent, and it's the violence which makes them so much fun.

So what? you might think. A bit of punching here and there or a pixellated sub-machine gun isn't going to do any harm. No perfectly normal, happy-go-lucky kid is going to turn into the Incredible Hulk overnight, just because he played a game of Space Invaders.

Fine, but there are some people who disagree. Whether games should or shouldn't contain violence is turning into a pretty violent debate in itself. In one corner we have Mrs Mary Whitehouse, heavyweight champion of morality, and in the other is most of the computer industry and the people who play the games. If you've got a computer and you've enjoyed products like Platoon, Better Dead than Alien and Technocop, the agrument may look pretty black and white to you. But is anything ever really as simple as that?

When Mrs Whitehouse and her supporters turned their attention to the contents of computer games they were shocked. All those Commodore 64s, BBCs, STs and Amigas which were bought by parents in the hope that sprog might use it as an educational machine turned out to be running extremely



iffy software. If you're not hiking around killing people (Ikari Warriors) or sticking knives into natives' backs (Rick Dangerous), you're running military campaigns in politically volatile areas like Russia (Red Storm Rising) and Vietnam (Platoon). In a world in which the crime rate is soaring, they reckon that all this gratuitious violence enforces the dangerous view that might is right and through is out. At the very least they want censorship; at their most extreme they want violent games like shoot 'em ups totally banned.

On the one hand their argument completely misses the point. Firstly, in most games you're not thinking about the scenario or the identity of your enemies; how to get past the next wave of Alpha Centaurians when you lost your mega bazooka space blaster ten seconds ago is much more important. Whether you're shooting at a Russian, a Korean or a little green man from outer space isn't the issue. You could still enjoy Red Storm Rising if you were head honcho of the KGB.

Secondly, the anti-violence campaigners assume that gamers won't be able to draw the line between fiction and reality. Somewhere in the middle of the game, what's on the screen and what's happening in real life will become the same thing. In fact it's probably easier to distinguish a computer game from reality than a film or a particularly violent programme on TV. A pixellated sprite, however fantastic the graphical capabilities of your machine, isn't going to be as realistic as a photograph. RoboCop on the big screen is hardly the same as RoboCop on your 64.

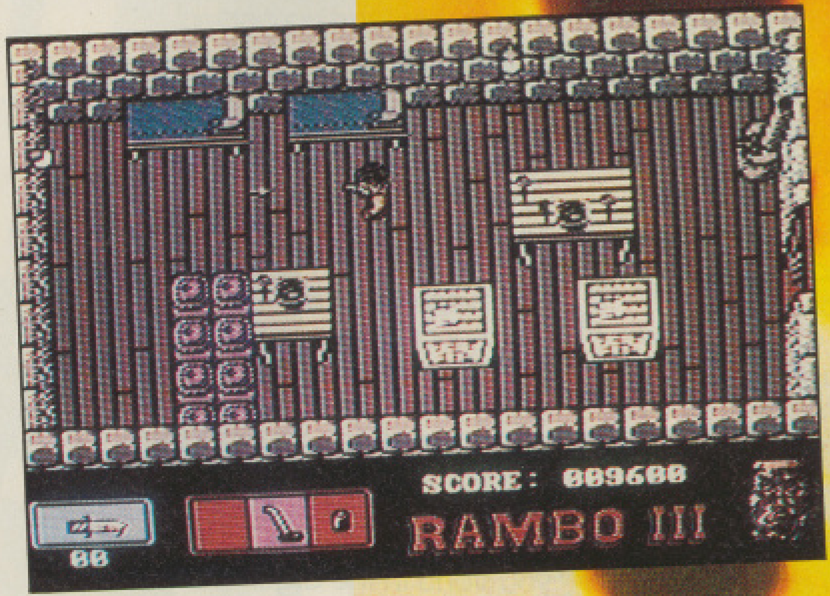
On the other hand, Mrs Whitehouse and her cronies may have hit on something of a point. Obviously, you're not going to walk out of your house and machine gun the residents of Acacia Avenue after a game of Operation Wolf. But the influence a game has over you, especially one that's set in a contemporary scenario rather than an obviously fictitious world, could be a lot more subtle than that. The target of your submarine strategies in Red Storm Rising may be irrelevant to the gameplay but that doesn't alter the fact that it's still a Russian target. The scenario might not be actively encouraging you to

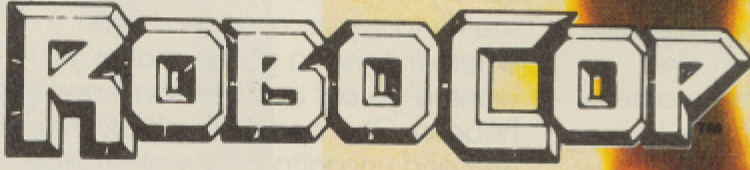




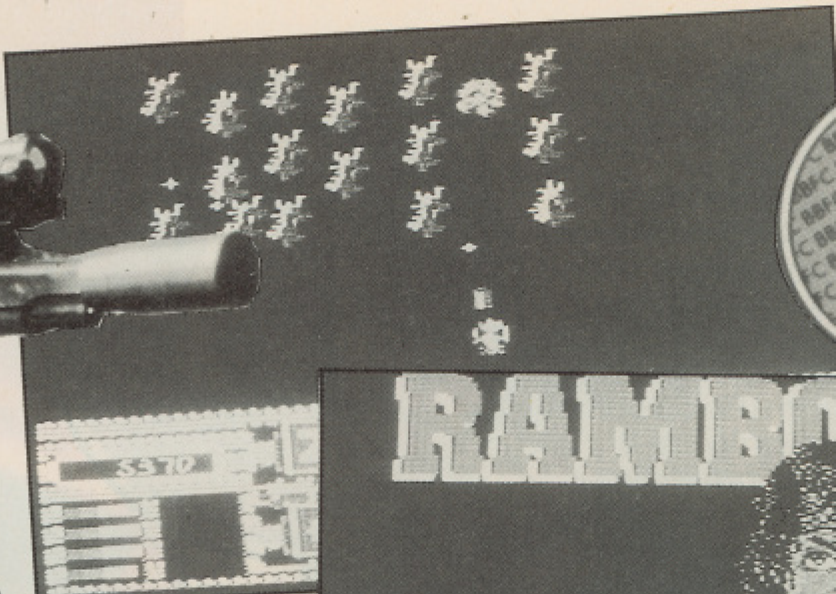


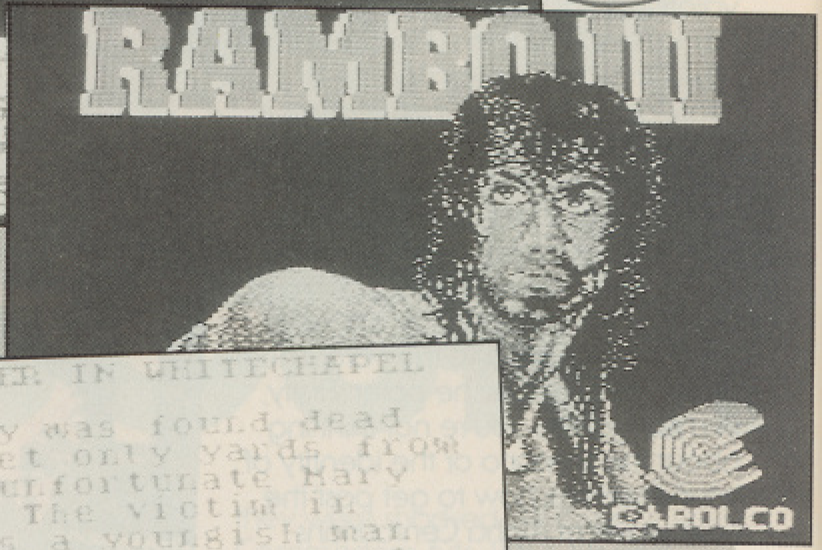


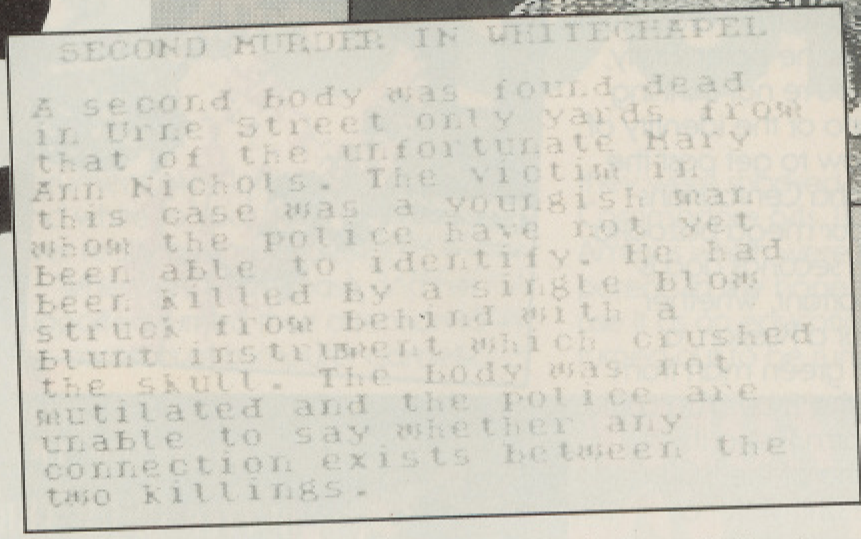











SECOND MURDER IN WHITECHAPEL

A second body was found dead in Urne Street only yards from that of the unfortunate Mary Ann Nichols. The victim in this case was a youngish man whom the police have not yet been able to identify. He had been killed by a single blow struck from behind with a blunt instrument which crushed the skull. The body was not mutilated and the police are unable to say whether any connection exists between the two killings.

think badly about Eastern Europe but it's not exactly inviting you to think well of it either. If you've already got a bad opinion of Russians it's only going to be reinforced by the gameplay. If you're too young to be interested in politics this might be the only view of Russia that you've got - and it's not exactly an unbiased one.

Censorship isn't such a black and white issue either. There are some subjects which almost everyone would agree are unsuitable for games. You might not think Russia qualifies for that, but what about the fascist games which were doing the rounds in Germany earlier this year - games which involved you taking the role of concentration camp commanders and had you shooting Jews and setting dogs on escaping prisoners? A parallel over here would be a shoot 'em up which had you playing the IRA and knocking off members of the armed forces in Northern Ireland. If that's in bad taste why isn't dropping bombs over Russia?

You may think games supporting Nazis should be banned and games slurring Russians should'nt. If that's the case, how are you going to define where the censors should draw the line? And if some games definitely shouldn't be allowed on the market, who should make that decision? Should leisure software be subject to some kind of rating system, like films, or should it simply be a case of trusting to the integrity of the software publishers? As soon as you start to admit that some subject matter or game concepts are unacceptable, you've got to consider whether or not that justifies regulating against them. And that leads you into all sorts of complex questions like freedom of expression, freedom of the media, whether or not it's right to censor anything, even whether censorship works at all. What started out looking like a pretty straightforward debate can end up getting extremely complicated.

Anyone who enjoys computer software knows that Mrs Whitehouse is exaggerating. As long as you don't start mixing up fantasy and reality there's nothing wrong with a bit of violence on your monitor. But like everything else, it can get out of hand and there is scope for exploiting dubious subject matter. In many ways the best people to judge the effects of computer games are the people who know most about them - the gamesplayers. In the end, where you stand in the argument is entirely up to you. Just remember there are subtler factors to consider than whether or not a game makes you want to go out and kick someone's head in. Oh... and if you do start to feel and uncontrollably violent urge in the middle of a game of Space Invaders, switch off your computer, put on a strait-jacket and consult a psychiatrist - fast.

VIOLENT TYPES

BARBARIAN II - a definite blood and gore hack 'em up famous for its excellent violent effects. The opponents are monsters rather than people; having your head snapped off by a ginormous chicken is total fantasy. Not much chance of confusing fiction and reality here.

OPERATION WOLF - the first person perspective actually lets you look into the face of your victim as he dies. Because of its unadulterated violence and possible political overtones it's come in for a lot of criticism. The question is, do you play it for the satisfaction of seeing the expression on the enemies' faces as they die or just because the quick-fire action is extremely tense and addictive?

ROBOCOP - the RoboCop film-licence ignores the conflict between the will of the man and the programming of the machine, which makes up a large part of the

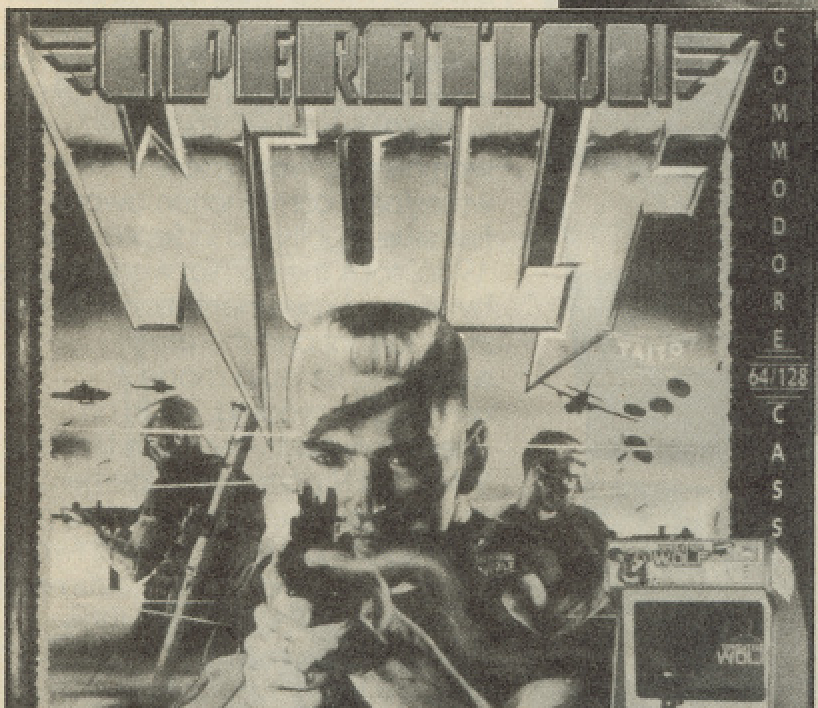
film, and concentrates almost purely on the movie's violent aspects. The meanies are exclusively drug-dealers and murderers, though, and the setting's very much removed from modern life.

TECHNOCOP - humdrum shoot 'em up-cum-driving game which had an incredibly OTT death sequence on the Amiga. Would this influence you to think that it's OK to shoot first and ask questions later?

JACK THE RIPPER - when you think of violent computer games, a text adventure isn't the first thing that springs to mind, but because of its accompanying graphics this one was published with an 18 certificate. The pictures, hardly overwhelming on a 64, were the main reason, but it was really the text, if anything, which was more gruesome. Everyone who got hold of a copy was, of course, really and truly under eighteen.

RED STORM RISING - Microprose are often criticised for producing software with politically dubious scenarios. In this case the background actually came from the Tom Clancy novel of the same name but the message on the front of the box is clear: Save The World From Soviet Domination.

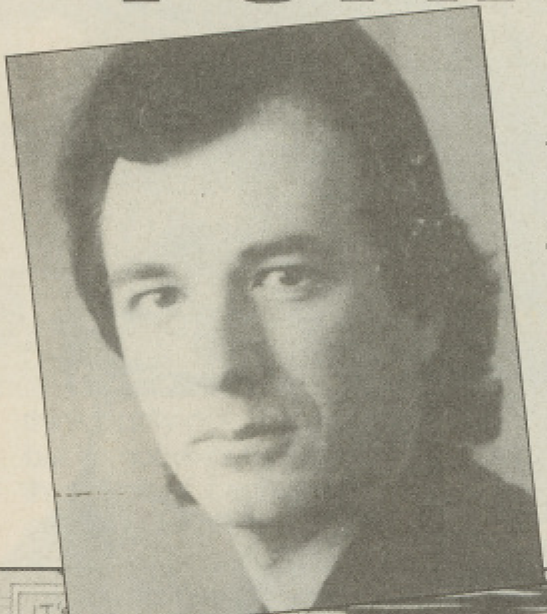






▲In the foggy streets of Old London Town a figure stalks!

DESERT ISLAND DISKS: FUNKY GIBBONS



Dave Hughes discovers the games that comic supremo Dave Gibbons dabbles with.

◀ **Dave Gibbons - Artist on the award winning watchmen who has recently received critical acclaim for his writing skills.**



Dave Gibbons is a widely-recognised figure in the fickle world of graphic literature. Catapulted to comic fame with the hugely successful WATCHMEN series (which he illustrated for another British marvel, Alan Moore), Dave Gibbons began working in comics full-time after he gave up his job as a surveyor in 1973. At the time he was working primarily for COZMIC COMICS, but he also produced the short series POWERMAN independently. His first major work came from British weekly comic, 2000AD, for which he has drawn such strips as HARLEM HEROES, DAN DARE and ROGUE TROOPER. From 2000AD he was offered the title strip in Marvel UK's DOCTOR WHO WEEKLY magazine.

His association with WATCHMEN publisher DC Comics began with his work on the GREEN LANTERN series in 1982, but it was WATCHMEN that won he and Alan Moore a best writer/artist combination award. The first issue, published in September 1986, took the comics world literally by storm; experimentation in design, style, format and the usual superhero formula made it compulsive reading. Set in an alternate world very much like ours, WATCHMEN portrayed superheroes as outlaws - the now-infamous Keene Act had been passed twenty years earlier, making all costumed vigilantism illegal - rather than cardboard characters in tights. It covered issues such as rape, racism, violence, politics, the nuclear situation, war and sex in a mere twelve-part-series. It is the graphic story by which later classics have been judged, and rightly so. Gibbons had worked with Moore once before, on a Superman story called "For The Man Who Has Everything", featuring Batman,

Robin, Wonder Woman, the Fortress of Solitude and Krypton. "If I had to pick my rop two stories that I've ever done," Gibbons declares, "that would have to be one of them. A real joy all round."

Since WATCHMEN, Gibbons has been fairly quiet, working more as a writer than as the artist he became famous for and, to everyone's annoyance (and admiration), working equally well in both mediums. A Gibbons-written story recently appeared in the comics anthology magazine AI, and he is currently penning ROGUE TROOPER, a story he once illustrated, for the new-look 2000AD. He is also working on GIVE ME LIBERTY, a strip he is illustrating for Frank Miller, the author of DARK KNIGHT and ROBOCOP II scriptwriter. He therefore doesn't have too much time for computer games but after consulting his "software expert" (his ten-year-old son) he came up with this list of titles:

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4 **POPULOUS** (Electronic Arts)
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6 **ROBOCOP** (Ocean)
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9 **ROCKET RANGER** (Mirrorsoft)
10 **OPERATION WOLF** (Ocean)

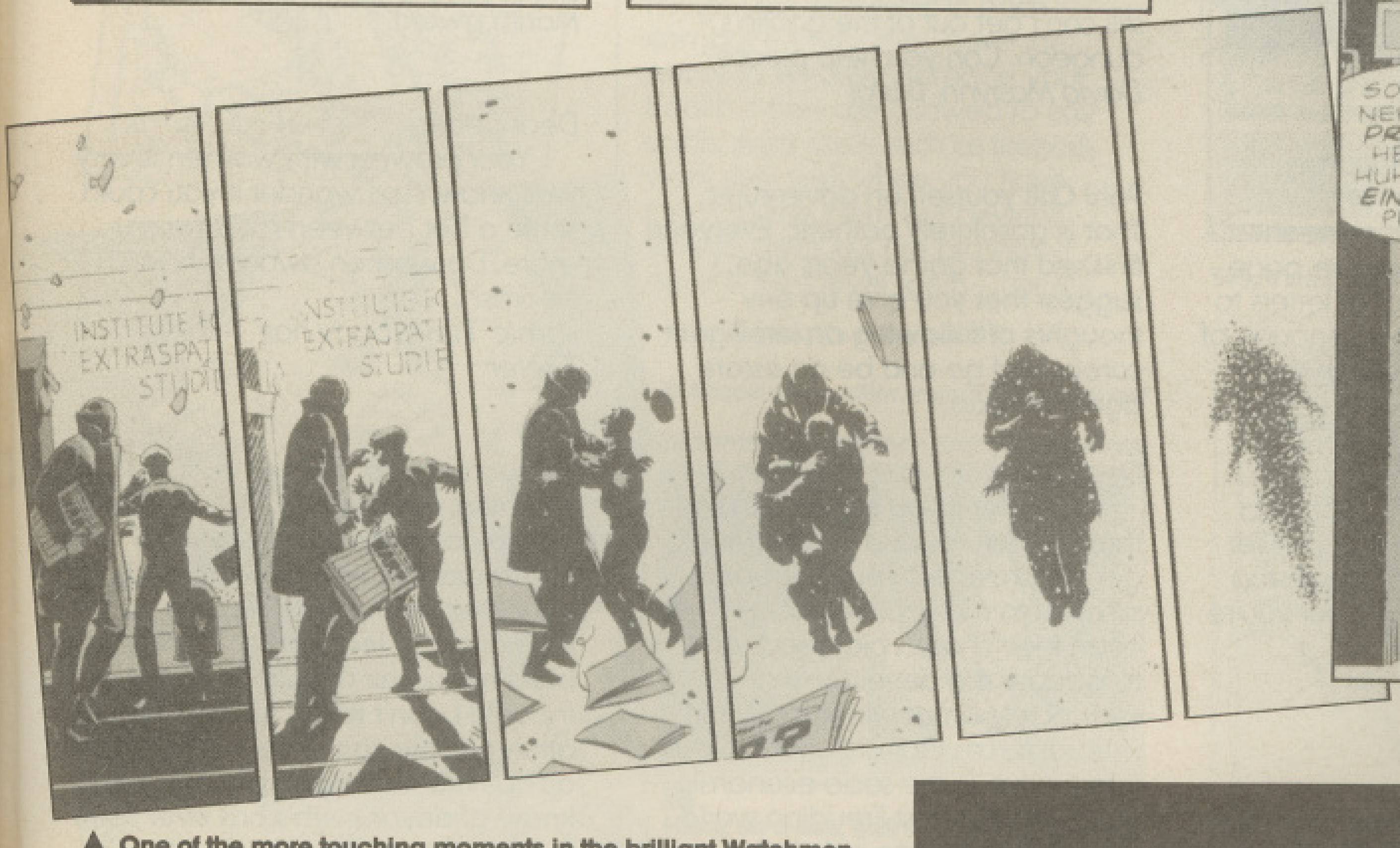


The old watchmen group before the ▲ keene act abolished feats of heroism.

"DESERT ISLAND COMICS"

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3 **RACE FOR THE MOON #2** (Harvey Comics)
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10 **THE INCAL** (Epic)

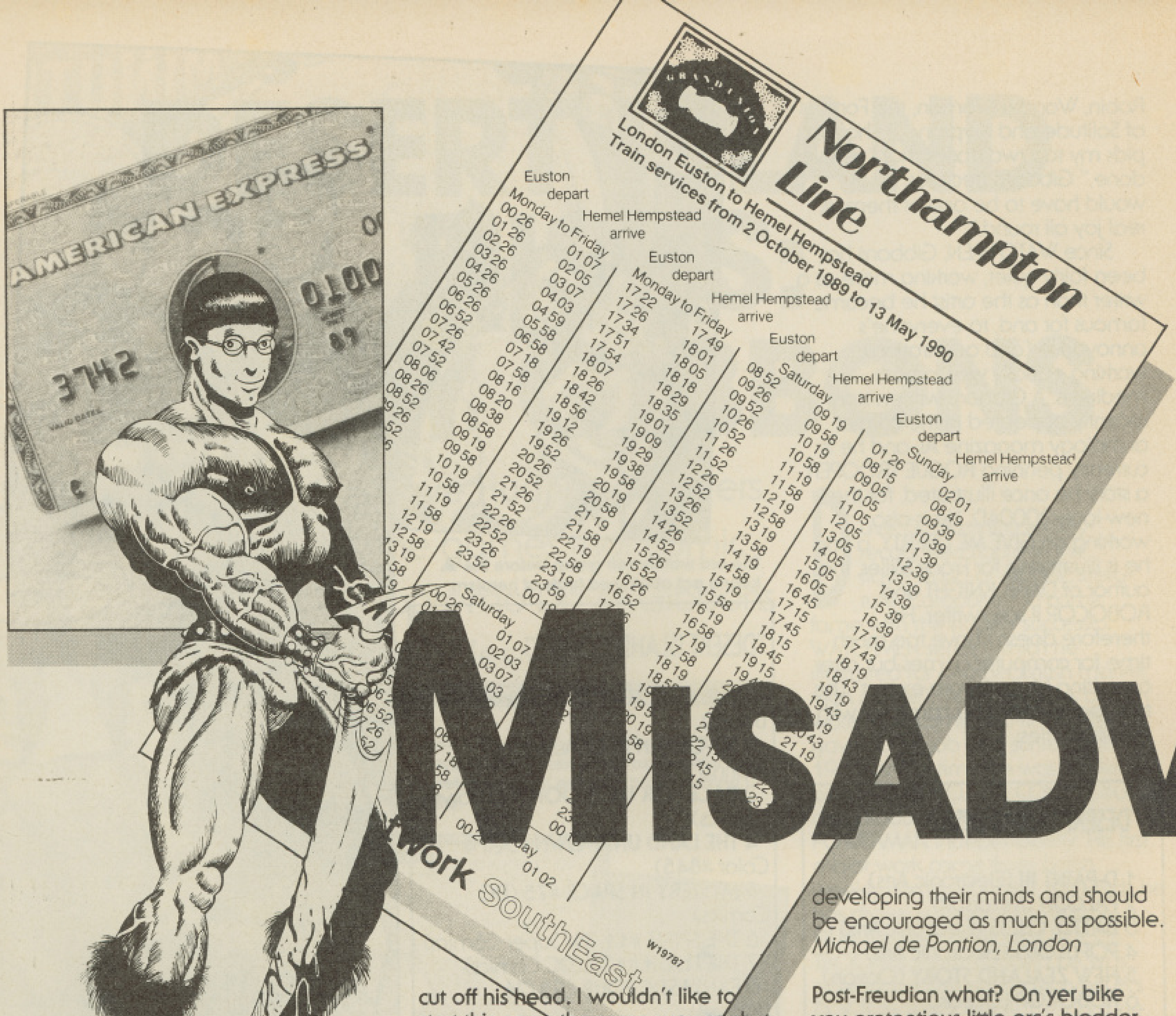




▲ One of the more touching moments in the brilliant Watchmen.



▲ Dr Manhattan before his 'change'.



MISADV

Dear Scumbags, welcome to another edition of Cedric's column, the meanest, most viscous adventure page around. We've got a lot of letters to get through this month so enough of the introduction and on with the insults.

Dear Cedric,

What sort of name is that for a Barbarian? Cedric is for wimps. Get yourself a real name or I shall stop reading the column. P.S. I bet you're a train spotter too.
Marvin 'Muscleman' White, Edinburgh

The last person to ask me that soon lost ten pounds of ugly fat when I cut off his head. I wouldn't like to start this page the same way so shut your pig-ignorant face.

Dear Cedric,

I am stuck in the Hobbit where I still can't get out of the goblin's dungeon. Can you help please?
David Mostynn, Bristol

Pah! Call yourself an adventurer. That is absolutely pathetic. Everyone finished that game years ago. I suggest that you give up any thoughts of following an intelligent career and go and be an estate agent instead.

Dear Sir,

I wonder if you agree with me that adventures and role playing games provide a much needed stimulus to the youth of today. Too often their chosen playthings do little to actuate the development of cyclical responses within the brain, mental forces that are vital if a child is to survive in the socio-economic structures of a Post-Freudian world. Games like this can only help in developing their minds and should be encouraged as much as possible.
Michael de Pontion, London

Post-Freudian what? On yer bike you pretentious little orc's bladder. People play games like this cos they can kill lots of things. I have no hesitation whatsoever in awarding you my Dragon Bottom Biter of th Month award.

Dear Cedric,

Your prowess with women is very well known so I wonder if you could settle a bet between me and my mate. Do women dwarves have beards?
Jamie 'I love body hair' Wilkinson, Exeter

My success with women is, if anything, under-rated, but even I would not stoop so low as to try and make out with a dwarf chick. I have neither the time, nor the inclination, to learn limbo dancing or build her a pair of stilts. Seriously though, I don't know, so perhaps other people can write in. The only advice that I can give is that I don't know of anyone who has ever seen a clean shaven female dwarf.

Dear Cedric,

Please can you tell me how I can become a barbarian when I grow up?

Andrew Coltrane (aged 9), York

I am sorry to have to tell you this but someone is going to have to tell you the facts of life one day. There are no barbarians or dwarves or dragons. Just as there is no such thing as Father Christmas, the Tooty Fairy or a winning England Cricket team, everything in this column is make believe written by a drunken old hack at the whim of an even more drunk editor.

Alternatively, eat three Shredded Wheat for breakfast and rescue as many princesses as possible.

VENTURES

Finally, just to show you that I do occasionally know what I'm talking about, here are some hints and tips for the latest Dungeons and Dragons game from SSI, *Curse of the Azure Bonds*.

Do not accept any elves into your party. In the highly probably event that they get killed, you cannot resurrect them. As far as other resurrections go, they can be performed in camp so don't bother wasting a cleric spell on them - try flame strike or slay living instread, something that will prove useful in combat.

Make sure that you give the ring of wizardry to one of your images, it doubles the number of spells that you can cast. Magic missile spells become quite potent in the hands of wizards and do a lot of damage for a first level spell. They are especially useful against the assorted bits of vegetation that attack you - vegepygmies and Bits of' Moander. The wand found just outside the pit is also useful against these creatures and can be used by clerics.

It is vital to hit every opposing magic user and cleric in each combat round - they have the ability to seriously damage your health if they are allowed to cast spells. Area spells such as fireballs work very well when you have room to use them but beware, several creatures are protected against third level spells - use ice storm instead.

Cast a spell in preference to using a wand or rod - it is generally more potent. Save the charges on your wands for when you have been hit and are unable to cast a spell.

Always pay the money to have a magic item identified - there is not much else to spend your ill-gotten gold on and quite a few objects have additional powers that you won't discover by trial and error.

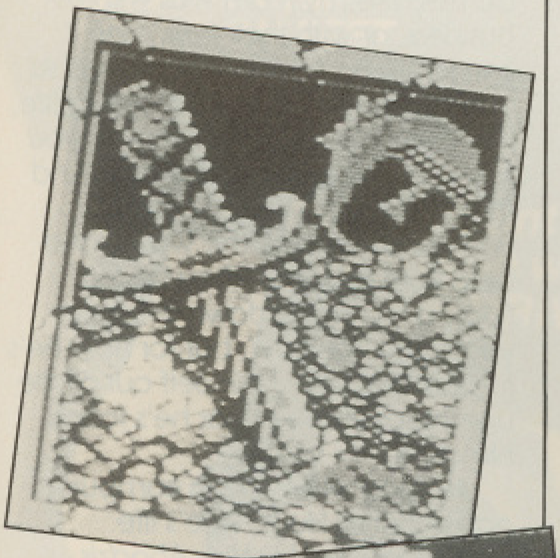
The ioun stones raise one of your attributes by one point for as long as you have it readied - different colours for different abilities.

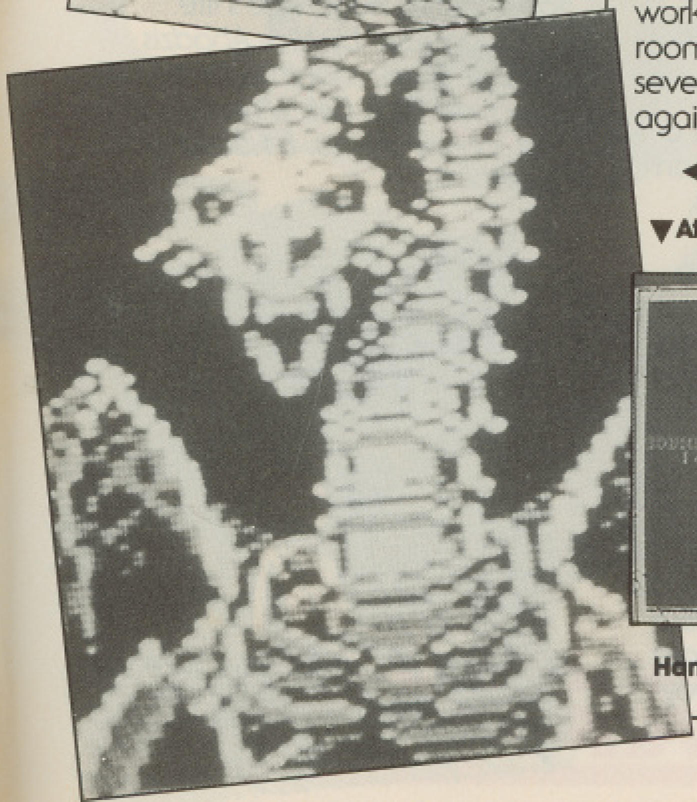
In combat, it is generally much better to gang up on one opponent and kill him rather than wounding two or more enemies. Dead men don't fight back.

Save your position frequently and use two separate disks, there is at least one infinite loop in the game that made me have to start from scratch. Take special heed if the program warns you that the next bit is going to be dangerous - it will be! Beholders are not fun!

In the final section of the game, the curse in your final bond means that you will not be able to camp and releam your spells so don't use them unless it is absolutely vital, save them for the last battle.

That's all for this month. May you never look a basilisk in the eye.



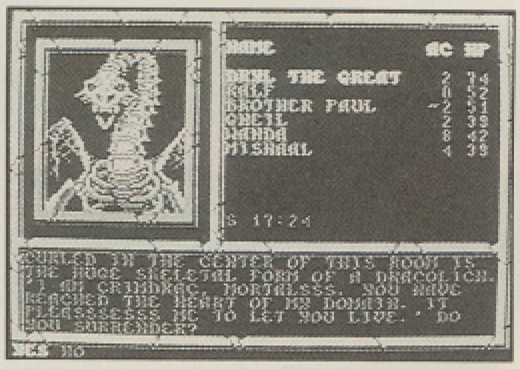


◀ **Oh no, it's a Dracolich!**

▼**Attack of the killer mutant Dracoliches!**



Hang on a sec, that's not a Dracolich! ▶

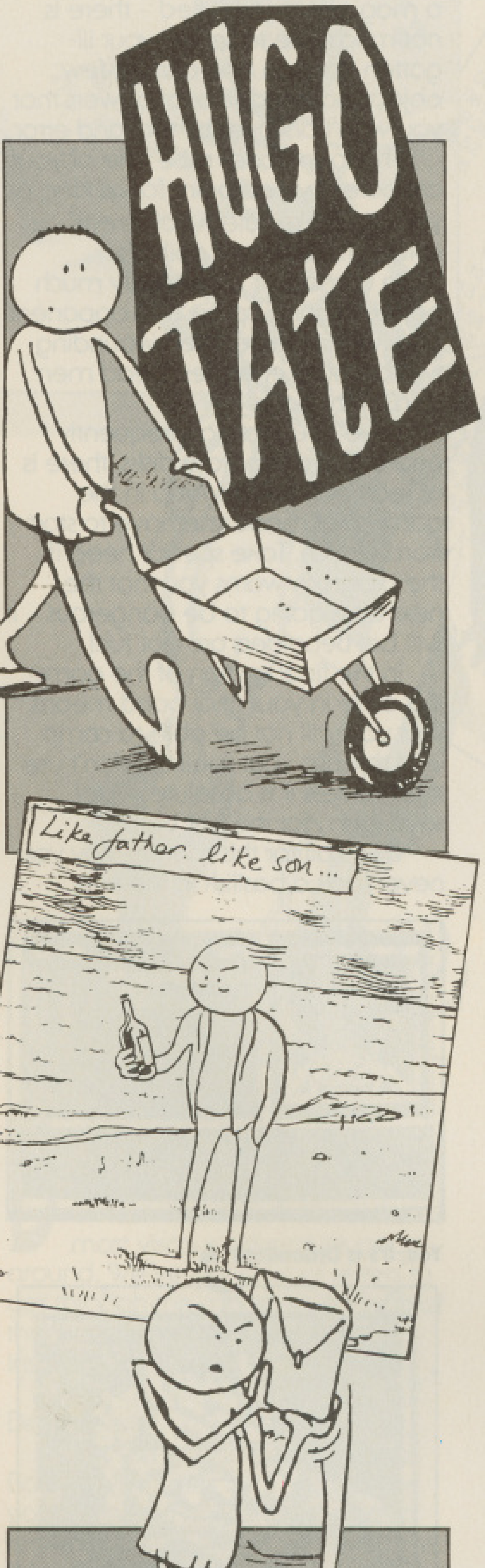


Yes, it's a Dracolich! ▲



FLAME ON

Hugo Tate. Balding, heart broken, and frustrated.
Stuart Green interviews the pillar full of hate.



Hugo Tate is twenty-one years old, and he's not very happy. His hair is falling lankly to the side, he's in need of a haircut: "I'm thinking of growing it", he explains, "but I can't really decide, and anyway, I can't afford a haircut."

We'd decided to meet in my local haunt, The Prince Albert, Brixton. As he leans further into his pint, Hugo tells me about the time he shaved his hair.

"I cut it off 'cos I was fed up with it. I didn't wanna have any hair 'cos everybody pissed me off, because they were all worried about their hairstyles. I just wasn't interested, so I shaved it off. I wasn't a skinhead, I mean I was, but I wasn't part of their religion. I just didn't wanna be bothered with it. So I'm like the same thing, only now I'm letting it grow."

Hugo prides himself on his individuality, he doesn't like to be boxed in.

"It's very important to me, I don't want to be like everyone else because everyone else are wankers, aren't they?

"Seriously, a lot of people are weird I think. I don't wanna be like those onks, it upsets me. It's not like real life. I look at that, sometimes look at people, and they're very weird."

Although he's spent sometime in the country, and living by the sea, Hugo currently lives in a big anonymous tower block somewhere in the wastelands of a sixties planning disaster. He lives on the top floor with his friend Rufus, worrying about his love life, swearing at the cat, regretting it a moment later, and staring anxiously at the blank pieces of paper lying on his kitchen table.

"I wanna be a writer. I wanna write short stories I think, though I'm not sure. I've got a lot to sort out. The problem is, most artists and writers are a lot of wankers. I haven't got a word processor. When I do write I do everything longhand because I like to sweat over it. These things, I hate them, they just take the craft away from it all."

His good friend Mick Abadzis (that is, if Hugo can be said to have any good friends) once nicknamed him, 'Hugo Tate: Pillar Of Hate'.

"I have some bad dreams. I used to have this recurring dream about being chased by the devil. Very important are dreams, they can have a big effect on your waking life. This particular dream I kept on having, until finally I decided to look at the devil. And he was me. He made me laugh. Really laugh, and I woke up laughing.

I recognised myself. I know it's really clichéd and lame, but just 'cos it's simple and cliched it doesn't mean it's not true. I haven't had many bad dreams since then."

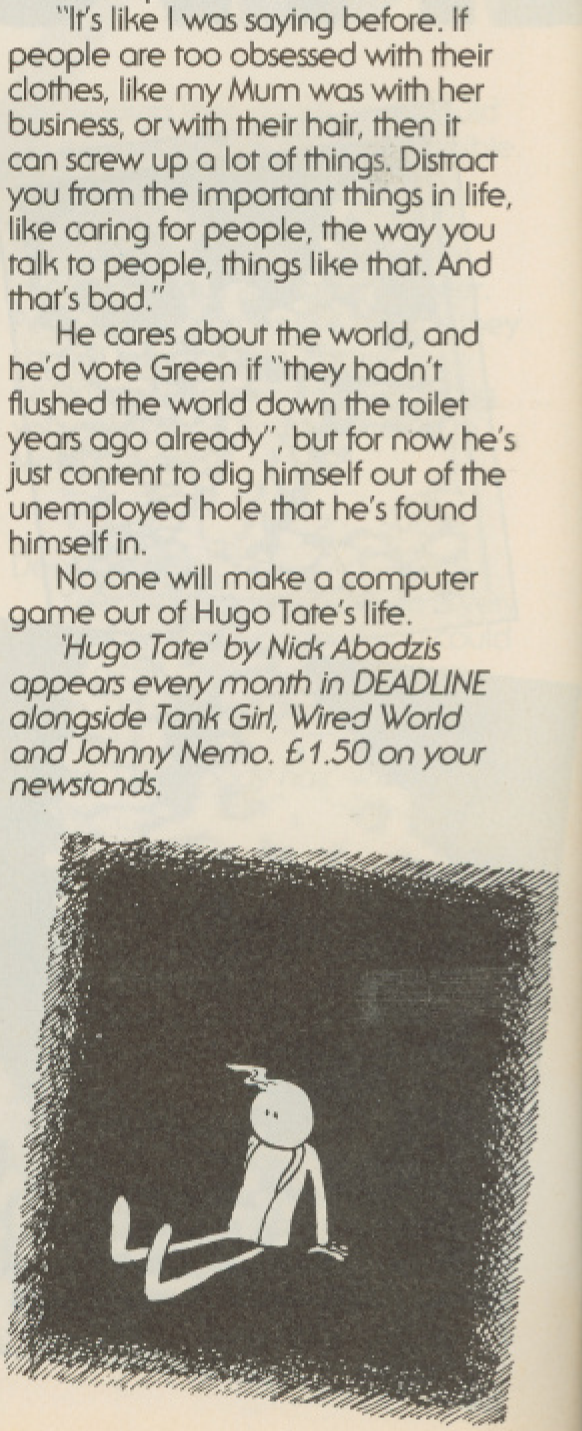
But he's not as bad as he seems on the surface. He's just covering up and not telling us the whole truth. Hugo is a romantic who takes love seriously. His girlfriend Mattie has just left him to go back to her home in California, he's missing her, and he regrets not having the chance to say goodbye properly. He's really only a misanthrope when it suits him.

"It's like I was saying before. If people are too obsessed with their clothes, like my Mum was with her business, or with their hair, then it can screw up a lot of things. Distract you from the important things in life, like caring for people, the way you talk to people, things like that. And that's bad."

He cares about the world, and he'd vote Green if "they hadn't flushed the world down the toilet years ago already", but for now he's just content to dig himself out of the unemployed hole that he's found himself in.

No one will make a computer game out of Hugo Tate's life.

'Hugo Tate' by Nick Abadzis appears every month in DEADLINE alongside Tank Girl, Wired World and Johnny Nemo. £1.50 on your newstands.




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